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In Yugawara hot spring resort for the first game of the Honinbo title
Ezaki Seichi, Takagawa, Kato, Ishida, Sakakibara

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The cover: a print by Toyokuni depicting a summer boat excursion.
(Collection of William Pinckard. Photograph by James McDonald)

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A daunting figure to face across a Go board – Kato may have missed out on the Kisei title but he is still dominating the tournament scene in Japan.

Kato Leading in Honinbo Title

Kato Masao has made an excellent start in the 33rd Honinbo title match and is leading the challenger, Ishida Yoshio 9-dan, by 3 to 1. This puts Kato in a very favourable position for completing his first defence of the title which he won from Takemiya last year. Ishida has been rather unlucky, however, for he let slip a certain win in the fourth game by making a most uncharacteristic error while in time trouble.

The results to date:

Game 1 (May 15, 16). Kato (W) won by resig-

nation.

Game 2 (May 24, 25). Kato (B) won by 2½ points.

Game 3 (May 31, June 1). Ishida (B) won by ½ point.

Game 4 (June 21, 22). Kato (B) won by 3½ points.

Surprisingly enough, the fourth game was the first in this series in which Kato played his favourite Chinese-style fuseki.

3rd Gosei League

	K	O	I	H	T	Score
Kobayashi	—	×	×	1	×	1-3
Otake	1	—	1	1	1	4-0
Ishida	1	×	—	1	×	2-2
Hashimoto	×	×	×	—	×	0-4
Takemiya	1	×	1	1	—	3-1

Otake to Challenge Kato

Otake Hideo 9-dan has won the 3rd Gosei league with four straight wins and will challenge the title-holder Kato Masao. Otake seems to have recovered completely from the slump he fell into when he lost the Meijin title to Rin last year, so we should see an interesting title match.

Kato leads Meijin League

There is no escaping from Kato Masao in the Japanese tournament scene – at the moment

3rd Meijin League (as of 15th June)

Rank	Name	O	I	S	K	H	Ka.	Ku.	S	C	Score
1	Otake	—	1	1	×	1		1		1	5-1
2	Ishida	×	—	1	×		×	×	1		2-3
3	Sakata	×	×	—			1	1	1		3-2
4	Kato	1	1		—	1	1		1	1	6-0
5	Hashimoto	×			×	—	1		1	×	2-3
6	Kajiwara		1	×	×	×	—	×		×	1-5
7	Kudo	×	1	×			1	—	1		3-2
7	Shiraishi		×	×	×	×		×	—	×	0-6
7	Cho	×			×	1	1		1	—	3-2

Note: the players are ranked according to their results in the previous league.

he is the hot favourite to become the challenger to Rin Meijin, for he is leading the Meijin league with six wins, no losses. Kato is in the advantageous position of having already played and defeated his closest pursuer, Otake Hideo.



8-dan at the age of 21 – another record for the Korean star Cho Chikun.

Spring Promotions

The following players were among those promoted in the spring 1978 oteai (rating tournament):

To 9-dan: Hisai Keishi, Seo Hisashi, Ishii Kunio (making thirty 9-dans at the Nihon Ki-in)

To 8-dan: Cho Chikun

To 7-dan: Nakamura Shidehito

To 6-dan: Yamashiro Hiroshi (age 19)

To 5-dan: O Rissei (Wang Li-ch'eng), Kobaya-

shi Chizu

Kobayashi Chizu Defends Title Again

In the 24th Women's Championship, also known as the Women's Honinbo Title, Kobayashi Chizu has defeated the challenger, Ogawa Tomoko 4-dan, by 2 to 1, thus making her second successful defence of the title she won in 1976. The twenty-three year old Kobayashi has been in excellent form this year. On the 7th June she gained promotion to 5-dan, thus catching up with her younger brother, Satoru 5-dan.

The results:

Game 1 (April 20). Kobayashi (B) won by 4½ points.

Game 2 (Apr. 27). Ogawa (B) won by 1½ points.

Game 3 (May 10). Kobayashi (W) won by resignation.

3rd Kisei Title

The first stage of the 3rd Kisei title is already almost completed and so far the following individual dan champions have been decided:

1-dan: Inoue Machiko (2nd year in a row)

2-dan: Doi Makoto

3-dan: Kono Yukio

4-dan: O Rissei (2-dan winner in 1976)

5-dan: Kamimura Haruo

6-dan: Nakamura Shidehito

Women's Amateur Championship

The 20th All-Japan Women's Amateur Cham-



Kobayashi Chizu, Women's Honinbo, rebuffs the challenge of Ogawa Tomoko (right)



Anne Dicky 1-dan

pionship was held for three days from the 3rd April this year at the Nihon Ki-in in Tokyo. The tournament was won, for the third time, by Kamekura Yoshiko, who was then promoted to amateur 6-dan.

This year saw the first appearance by a Westerner. To commemorate the 10th anniversary of the founding of the tournament, Miss Anne Dicky of France was invited to Tokyo to take part. Miss Dicky, who is 1-dan, won her first game but unfortunately was eliminated in the second round.

Philippine 'Tai-Ho' Wei-Chi Association

Yet another country has joined the international Go community. A national Go association, called the Philippine 'Tai-Ho' Wei-Chi Association, has just been formed in the Philippines. Its temporary address is: c/o Mr. Jesus Lua

(President), 541 Sto Chisto St. Bdo., Manila, Tel. 48-57-58. Mr. Lua can also be contacted at his home address: 289 A. Mabini St. (near Laon-Laan), Caloocan City.

1978 Golden Dragon Tournament

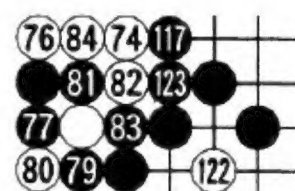
The 1978 Golden Dragon Tournament, held at the end of April at Ljubljana, Yugoslavia, was won by Tony Goddard 5-dan of England with eight straight wins. Second and third were Igor Bisjak and Edward Ekart, both with six wins and both of Yugoslavia. Over fifty players attended this long-established international tournament.

1978 Amsterdam International Tournament

This tournament, which had an entry of over 150 players was won by Matthew Macfadyen 5-dan of England. Second and third place were taken by the Dutch players Robert Rehm 4-dan and Cas Muller 4-dan. Division 2 and Division 3 were won by J.v. Rongen and Rykers respectively, also both of Holland.

Correction

We apologise for the two blurred stones in Figure 4 on Page 11 of GW 7. The offending section of the figure should have appeared as given here.



At the 2nd Kisei Title award ceremony on the 2nd May – Go Seigen and Fujisawa Shuko

棋聖戰

2nd Kisei Title

GAME FIVE

White: Kato Masao Honinbo

Black: Fujisawa Shuko Kisei

komi: 5½; time: 9 hours each

date: 1st, 2nd March, 1978

played in North Kyushu City

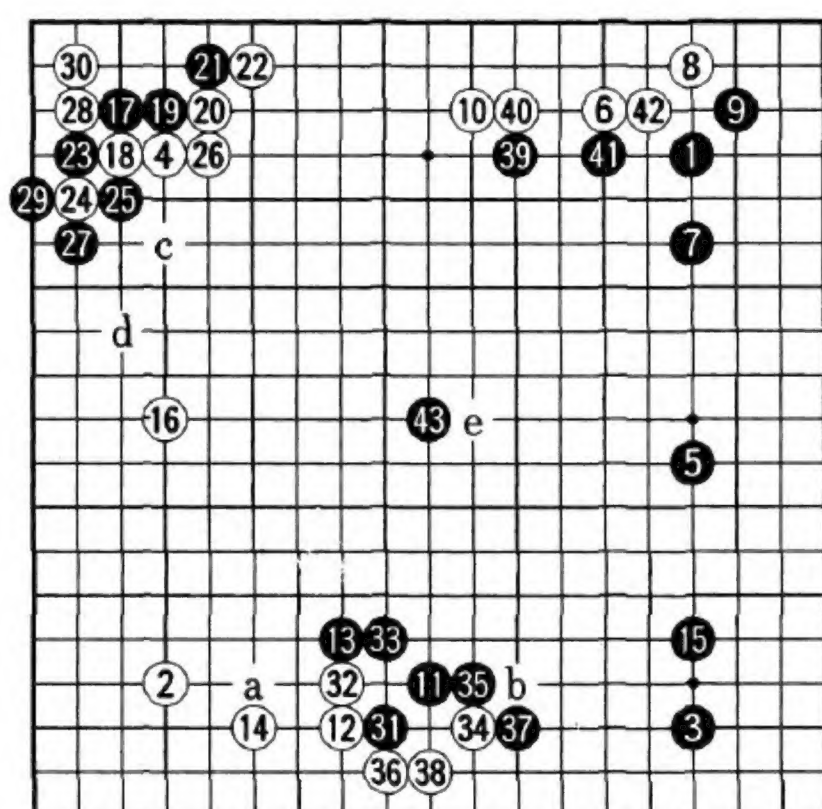


Figure 1 (1 - 43)

Figure 1 (1 - 43). A magnificent moyo

This game was the first of three kadobans (a kadoban is like a match point in tennis) for Fujisawa Shuko. Trailing 1-3, he really had his back to the wall and most fans regarded it as only a matter of time before the awesome Kato added yet another title to his collection. They reckoned without a new-found resilience and determination on Shuko's part, however. He decided that boldness was the best policy, which is not in itself surprising, but even 'Kato the killer' must have been astonished by the extraordinary fierceness of the attack which Shuko unleashed.

This fifth game is one of the great fighting games of Go history — comparable perhaps to the epic encounter between Shusai Meijin and Karigane Jun'ichi in 1926 — and there is no way to give a simplified description of it. If the reader finds some of the analysis a trifle complex,

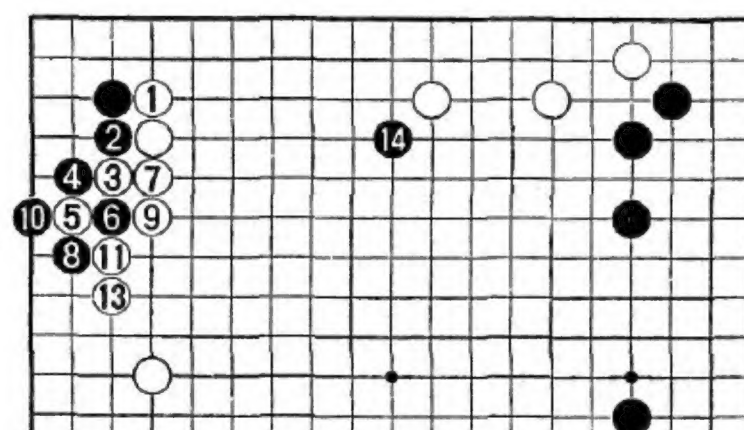
he can console himself with the thought that very few professionals would claim to understand fully what was going on either.

Black 5. The first appearance of the 'revised Chinese-style' fuseki in this series. Actually in the past Shuko has just about always chosen the high move.

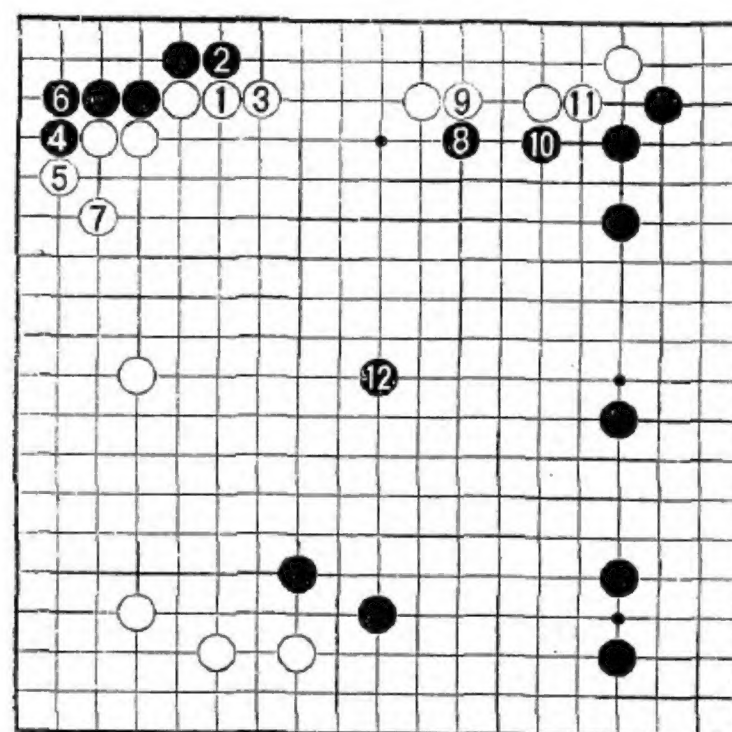
White 14. More solid than White 'a', which Kato played in the third game, but a little slower. Another possibility for White 14 is invading at 'b'.

White 16. It is obvious that Black will invade at 17, so White could have considered playing 16 at 'c'.

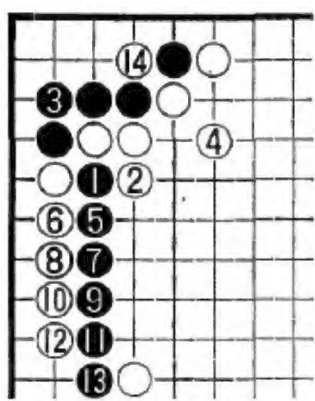
White 18. Blocking on the wider side is correct. White already has a solid position at the top right anyway. If White plays at 1 in Dia. 1, the sequence to 13 is likely, after which the shoulder-hit at 14 is perfect for Black.



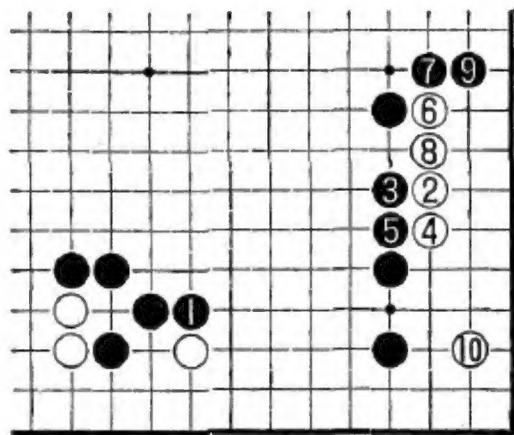
Dia. 1 12: connects



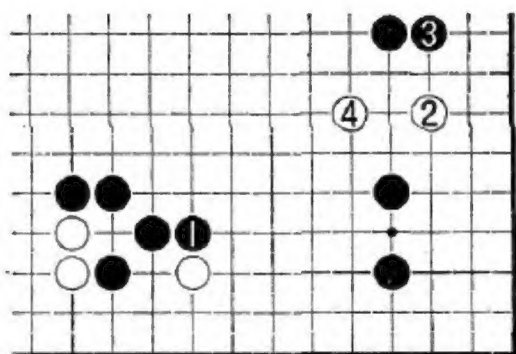
Dia. 2



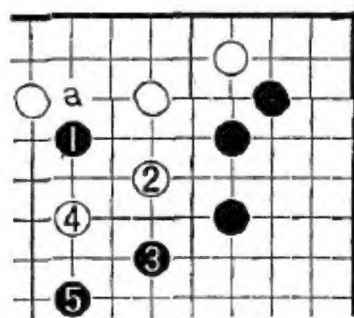
Dia. 3



Dia. 4



Dia. 5



Dia. 6

The sequence to 30 is inevitable. If White plays 22 at 1 in Dia. 2, the joseki to 7 follows. Black then plays in the same way as in the game with 8 to 12 and both his profit and his moyo are superior to White's.

White could capture all of the corner by playing 26 at 2 in Dia. 3, but having to play five moves on the second line would not be worth it.

Black 31. The usual continuation on the left would be Black 'd', but Black decides that White cannot make a severe attack on these stones, so he switches to 31 and 33, the last large fuseki point. Black can feel satisfied with his opening.

When White invades at 34, Black builds central thickness with 35 and 37. Perhaps White should have left 36 till later and invaded immediately at 2 in Dia. 4. In this position (i. e. without the additional thickness from 37 in the centre) Black would probably have to let him live with the sequence to 10. If instead Black attacks with 3 in Dia. 5, White should have no trouble escaping after 4.

Black wastes no time constructing an enormous moyo by forcing with 39 and 41, then playing plunk in the centre at 43. Takemiya, the specialist in large moyos, commented that this made the game slightly favourable for Black.

Incidentally, the set pattern from 39 to 42 is very often seen in professional Go, but what if White tries to counterattack? If he plays 40 at 2 in Dia. 6, Black will be satisfied with playing 3 and 5. If he wants to be more aggressive, he could start a difficult fight by blocking at 'a' instead of 3.

White could also use 42 to play at 'e' in the centre, but permitting Black 42 would be painful.

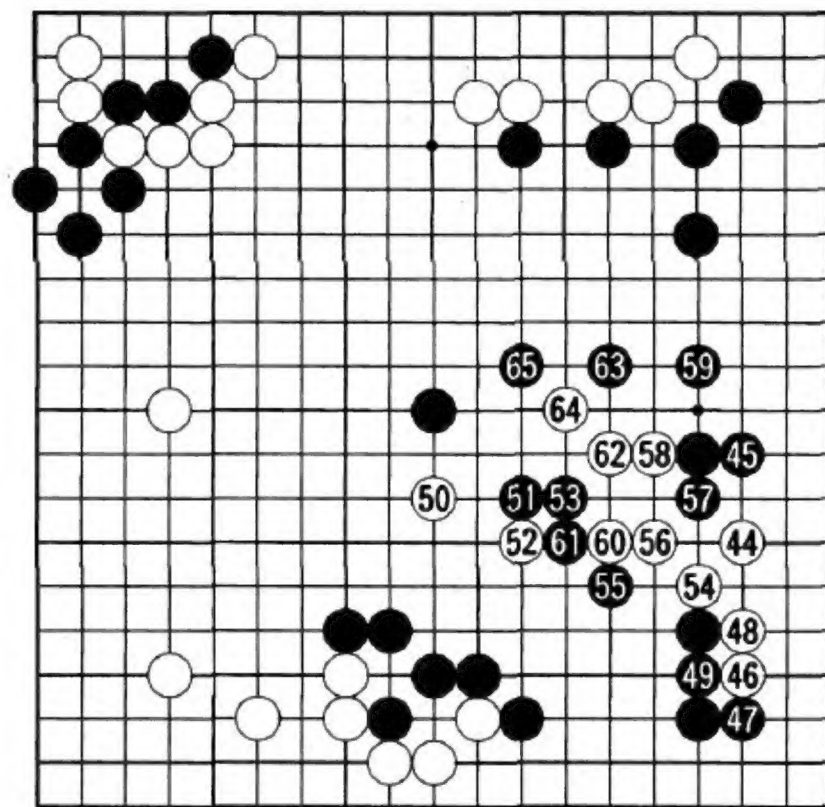
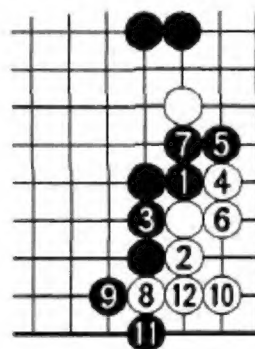


Figure 2 (44 - 65)

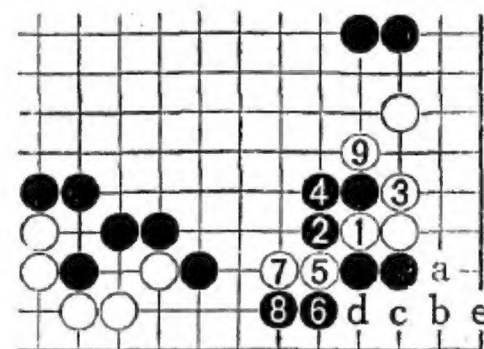
Figure 2 (44 - 65). Death to the invader

White 44. White must come in and this is a standard invasion point. Kato played here intuitively, without taking any time for analysis. The aim of Black's response at 45 is to make it difficult for White to get eye-shape.

White 46 is another standard move. Usually Black lets White live with the sequence in Dia. 7. Otake (the official commentator) and Yoshida Yoichi 9-dan (the referee) both predicted Black 1 at the time, but when Shuko settled down to a solid sixty-one minutes of analysis, they realised that something was afoot. Black 47, when it finally came, indicated that Shuko



Dia. 7

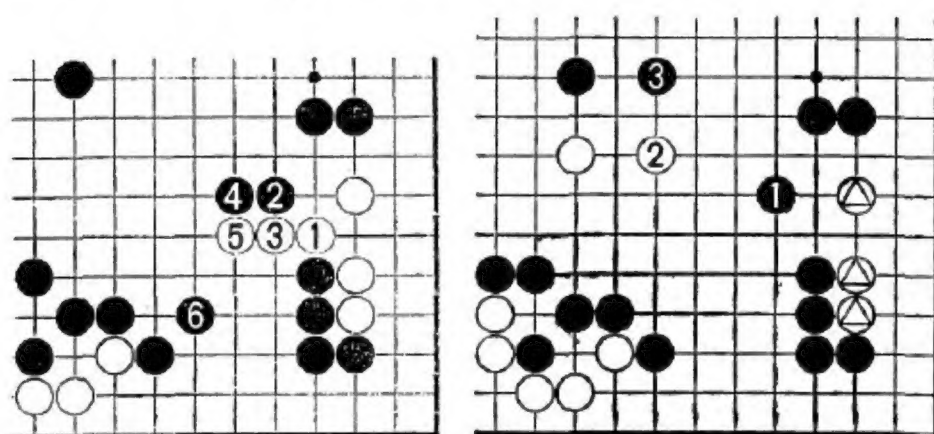


Dia. 8

intended to exterminate the invading force.

White 48. A missed opportunity, according to Otake and Takemiya, who both commented that White should create defects in Black's position by pushing through at 1 in Dia. 8. White can create some aji for later by cutting at 5, then he can hane at 9. Since he also has available the sequence White 'a', Black 'b', White 'c', Black 'd', White 'e', he should be able to look after his group. Of course it is always possible that Black might play more aggressively by descending at 'a' with 4 or 6.

The solid connection of 49 makes Black very strong in this area. If White plays 50 at 1 in Dia. 9, Black will attack fiercely with 2 to 6, making White's prospects of living seem remote. (Note the usefulness of Black 35 and 37.) White therefore has little choice but to switch to the centre in the hope of creating complications.



Dia. 9

Dia. 10

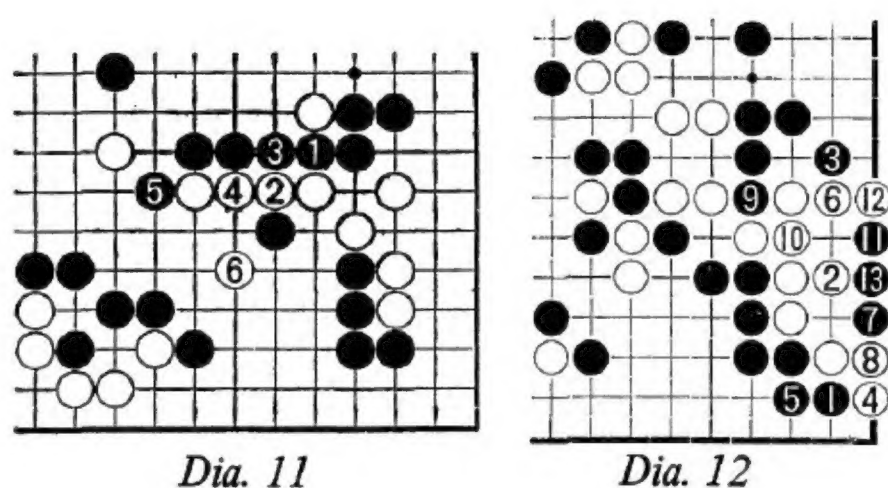
Black 51. Completing the capture of the Δ stones with 1 in Dia. 10 would be adequate, but Shuko's fighting spirit has been aroused. Likewise, he disdains the compromise of 53 at 56. For his part, Kato cannot permit his stones to be captured on such a large scale, so he now has little choice but to move out with 54.

Black relentlessly keeps up the pressure with 55 and 57. The empty triangle made by 57 is the kind of bad shape normally avoided like the plague by professionals but here it is the vital point for preventing White from getting eye-shape.

White 58 is a stylish move. If Black intercepts with 1 in Dia. 11, the sequence to 6 seems to give White a good chance of saving his stones.

Black 59 offers the strongest resistance. Black is inviting White to fatten himself for the slaughter.

Black 65 completes the encircling net. At this



Dia. 11

Dia. 12

stage it would take superhuman ability to read this fight through to its conclusion, but obviously the fate of the whole game is being decided here. It seems unlikely that endgame proficiency is going to be relevant.

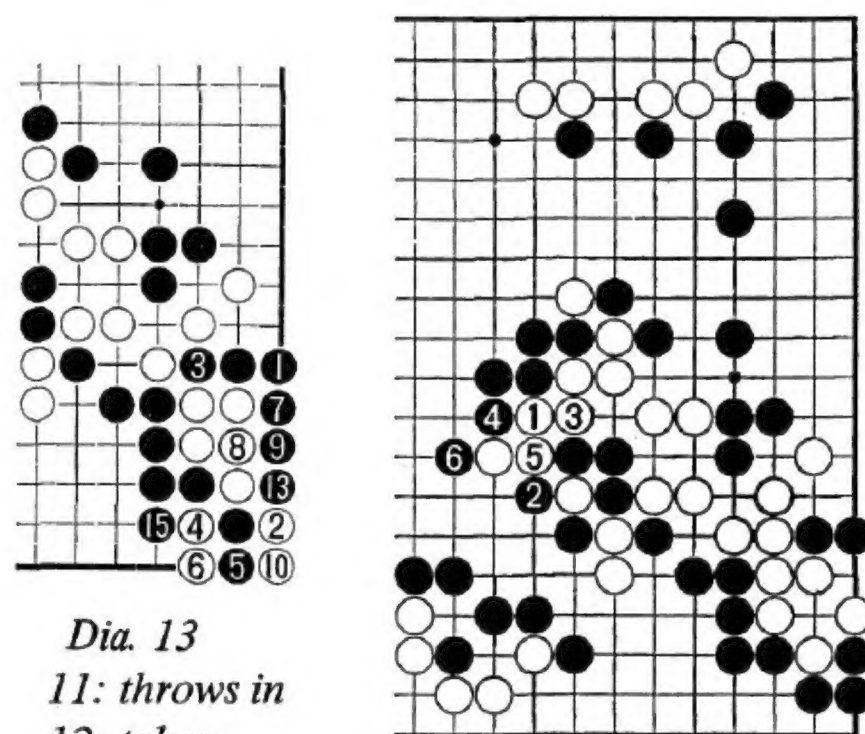
Figure 3 (66 – 92). *The net holds*

White tries to thrust through the net with 66 to 70, but it just envelops him more tightly. White 68 was the sealed move at the end of the first day. The amount of time used by the players was unusually close, with Kato having taken 3 hours 5 minutes and Fujisawa 3 hours 2 minutes.

White 74. White cannot live here but at least he can get one eye and increase his liberties. Furthermore, if he later succeeds in living, he will have profited by making Black play inside with 77 and 79.

White 76. If at 2 in Dia. 12, Black holds him down to one eye with the sequence to 13.

Black 77, 79. The key moves. If White plays 80 at 2 in Dia. 13, Black cuts at 3, then comes out ahead in the capturing race in the corner.



Dia. 13

11: throws in

12: takes

14: connects

Dia. 14

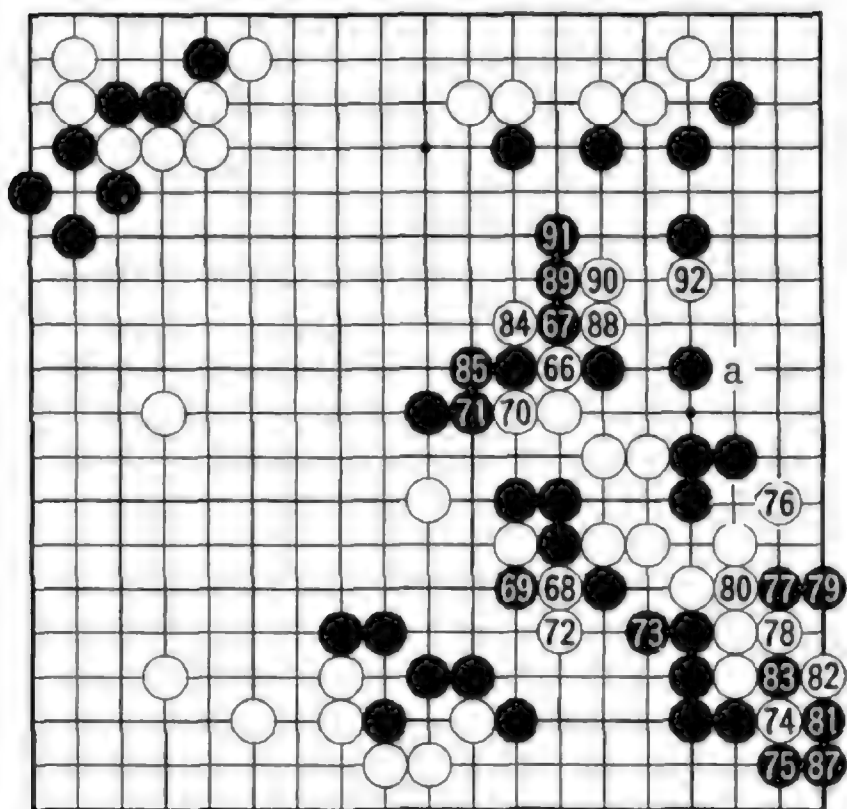


Figure 3 (66 - 92)

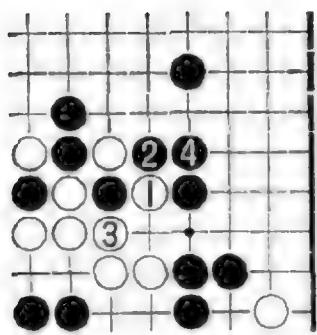
86 : ko

White 88. There is no room to get a second eye, so White's only hope is to find a weak point in the besieging force. White cannot break through in the centre. If he plays 88 at 1 in Dia. 14, Black bluntly holds him in with 4 and 6.

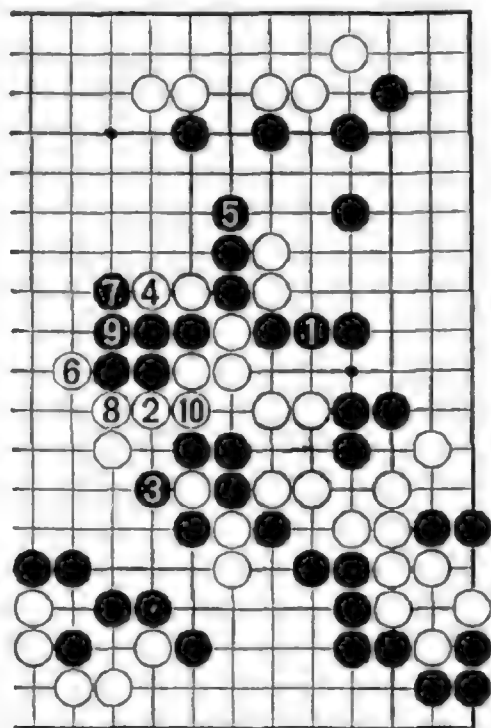
White 90. White must push. If he gives atari at 1 in Dia. 15, Black answers solidly with 2 and 4, leaving no weaknesses for White to exploit.

Black 91 (which Fujisawa considered for 37 minutes) is necessary. If he plays at 1 in Dia. 16, White 2 will now work. Black has little choice but to answer 4 at 5, so White can easily escape with the aid of the forcing moves at 6 and 8.

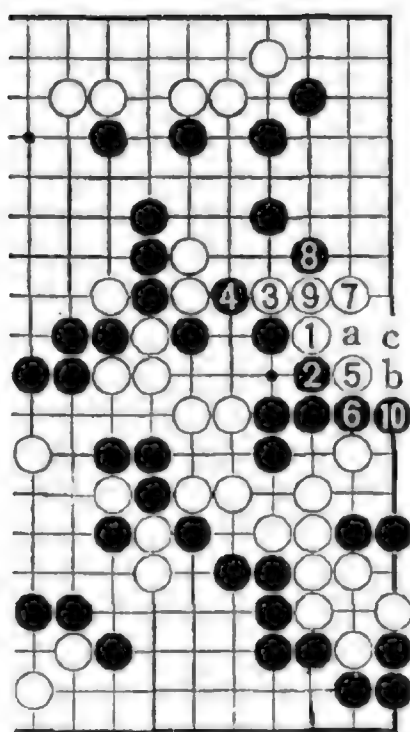
White 92 (22 minutes). Very aggressive but



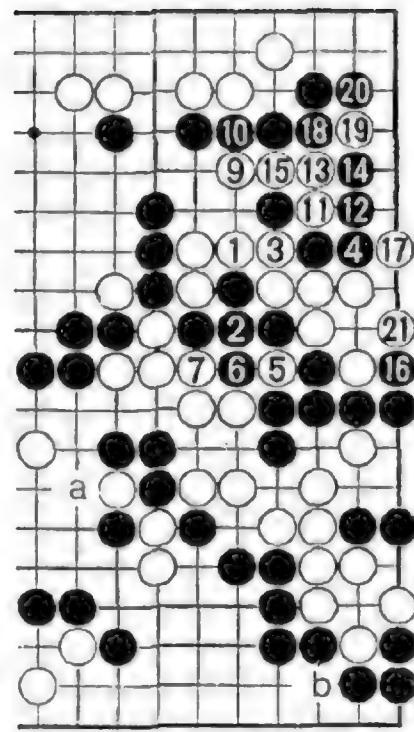
Dia. 15



Dia. 16



Dia. 17



Dia. 18

8: connects

the losing move, in the opinion of Otake and Takemiya. White missed a brilliant tesuji here, the contact play at 'a'. This move was discovered by Kudo Norio, Oza, who was studying the game in Tokyo.

Dia. 17. The tesuji consists of an extraordinary three-step hane with 1, 3 and 5. Black must play 6 (if he cuts at 'a', White connects at 6, getting unconditional life), so White can play 7. If at any stage Black gives atari at 'b', White plays a ko with 'c'. Black therefore has little choice but to initiate a capturing race with 8 and 10.

Dia. 18. This is the continuation. The sequence from 1 is forced. White increases his liberties with 9 and 11, then, when Black gives atari at 16, forces with 17 and 19, then plays a ko with 21. This result would be a success for White, as he has ko threats for life at, for example, 'a' and 'b'.

Figure 4 (93 - 94). The move of a lifetime

Kato played 92 at 11.11 a. m. on the morning of the second day. Otake predicted that Shuko would take his time over 93, as it looked like being the decisive move of the game.

Shuko did not play 93 until 3.08 p.m. Allowing for the lunch break, this means that he took 2 hours 57 minutes on this move. This is completely unprecedented for Shuko, for usually he is a quick, decisive player who tends to rely more on his superb intuitive grasp of the game than on laborious analysis. This title match has

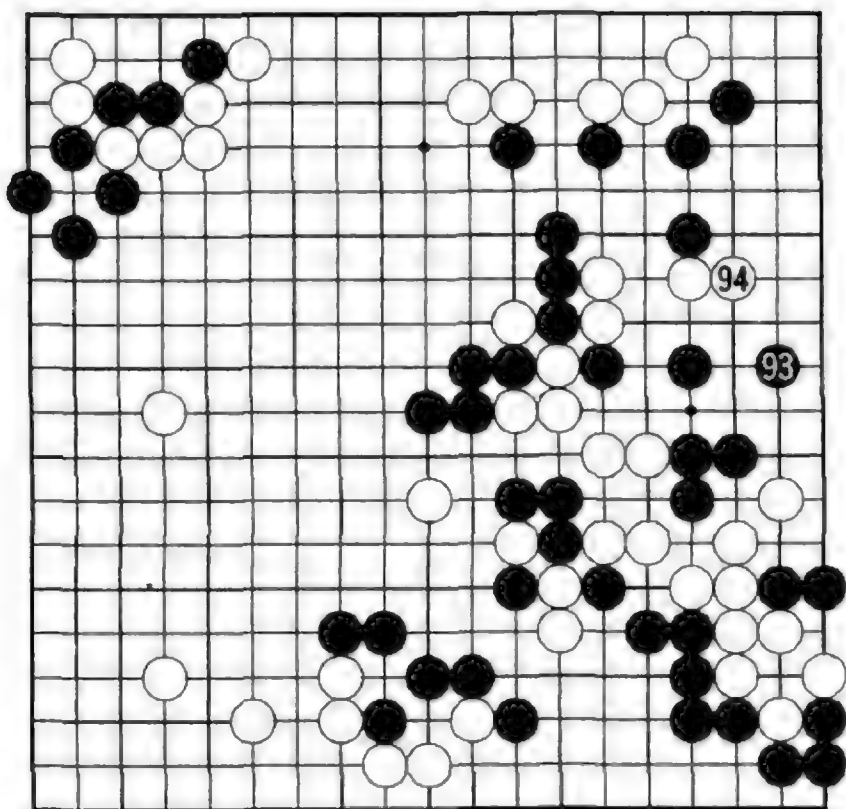


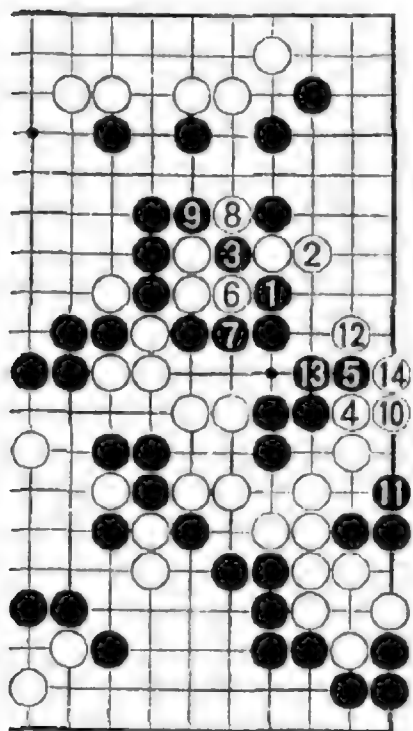
Figure 4 (93-94)

been an exception, for he has been playing throughout with unusual deliberation, but even so the period spent on this one move is likely to remain unchallenged as his lifetime record.

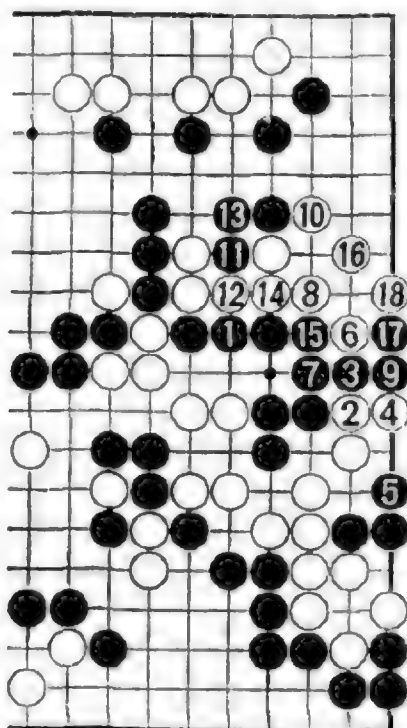
Kato was in no hurry to reply either. He thought for 1 hour 55 minutes before he played 94 after the dinner break at 6.03. This meant that only one move was played in the afternoon session.

What are the other possibilities for 93? According to Otake, the first move likely to occur to one is Black 1 in Dia. 19.

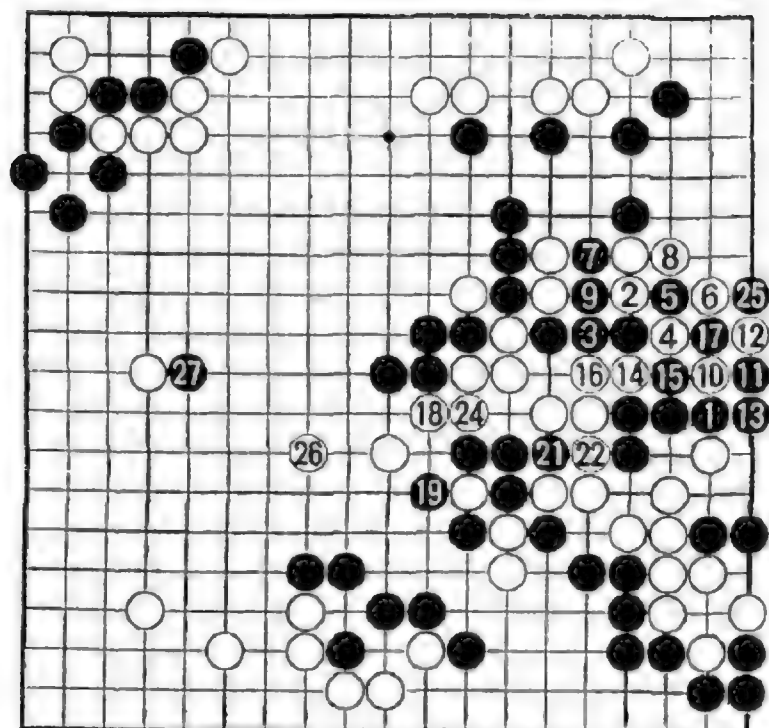
Dia. 19. If Black 1, White plays down at 2 and the sequence to 14 follows. The threat of White connecting at 3 is now revived, so White has no trouble saving his group.



Dia. 19



Dia. 20



Dia. 21 ko: 20, 23

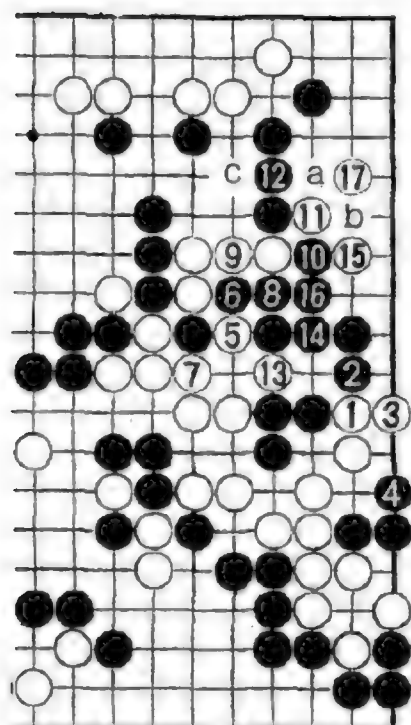
Dia. 20. What about the solid connection at 1? White forces with 2 and 4, then with 6 and 8 threatens either to cross under or to start a capturing race. If Black 9, White succeeds in starting a capturing race, with a ko thrown in.

Otake concluded that Black 93 was probably the best move if Black wants to avoid these two diagrams. However, as his personal preference he gave Black 1 in Dia. 21.

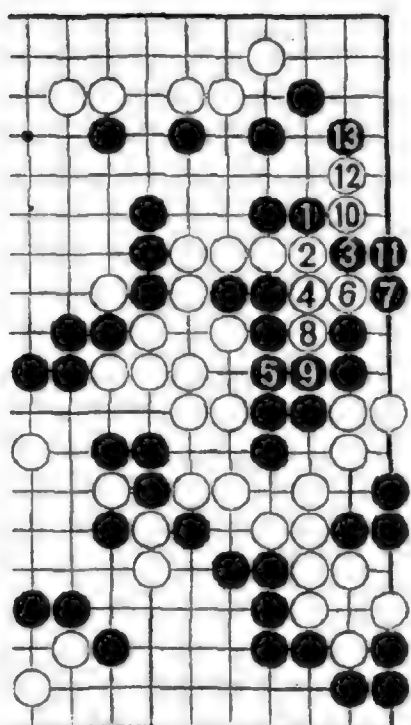
Dia. 21. If White resists with 2 and 4, Black can make a clever cut at 5, enabling him to capture the two key stones with 7 and 9. White cuts Black off and starts a ko, but the best he can do is to play 18 and 24 as ko threats. Otake considers that dissolving the ko with 25 would then be good enough for Black, though this lets White escape with 26. Black is ahead in territory and can also look forward to making a double attack with 27.

It is not hard to see why Shuko and Kato took their time over these moves. Incidentally, it is a truism in the Go world that the actual players see much more than the spectators. This is borne out by some interesting remarks by Takemiya, who gave a public commentary on the game in the evening of the second day. He revealed that the players in Tokyo following the progress of the game had looked at Black 93 but rejected it. Their reason:

Dia. 22. According to their analysis, White can get a ko with 1 to 17, which is bad for Black. Black 12 at 'a' is bad because of White 'b', Black 15, White 'c'.



Dia. 22



Dia. 23

However, when Shuko actually played 93, they had another look and before long realised that instead of 10 in Dia. 22 —

Dia. 23. Black has a stronger move at 1. Black 5 is a good answer to 4 and Black wins the fight by one move.

Needless to say, the diagrams shown here must have been just a fraction of the sequences put through the mental wringer by Shuko and Kato during that long afternoon session.

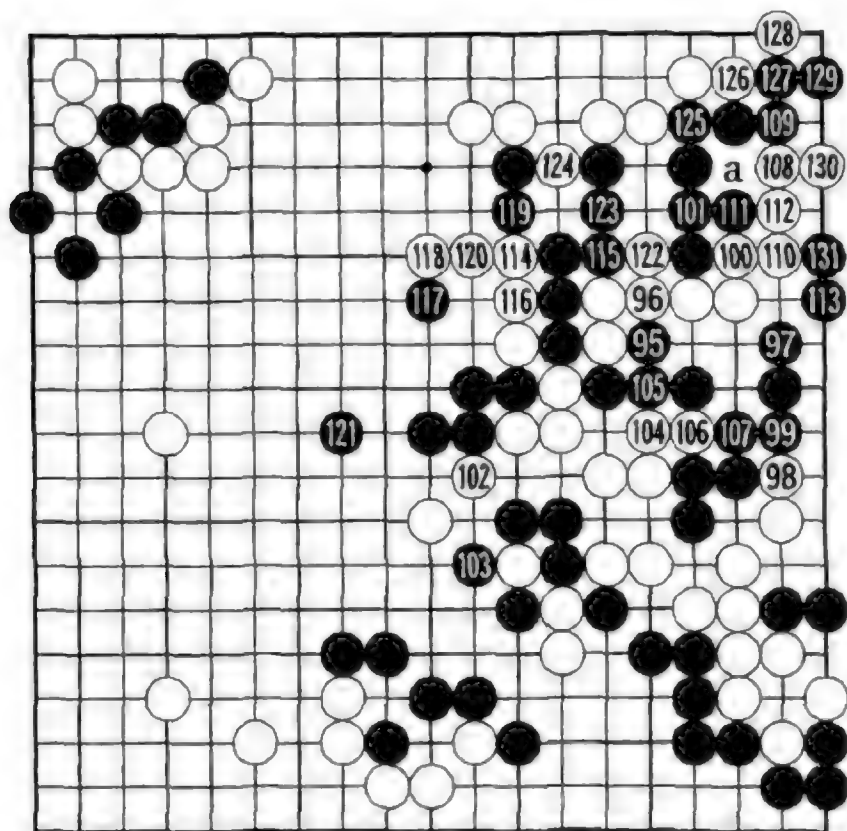
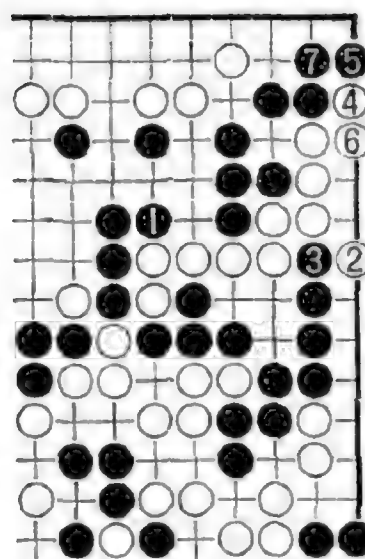


Figure 5 (95 - 131)

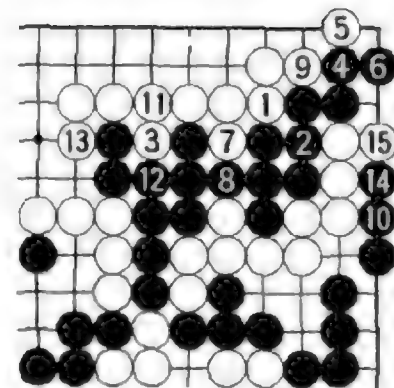
Figure 5 (95 - 131). A false alarm

Black 95, 97. A good combination which ensures that Black wins the fight.

Black 113. Black 1 in Dia. 24 also seems good



Dia. 24



Dia. 25

enough to win.

White 114. One last kick before rigor mortis sets in. White loses the capturing race with the inside black group, so he tries to start one with the black group at the top.

Black has to reinforce his centre group with 117 and 121 to ensure that he can still prevent White's large group from slipping out through the centre.

Black 125 is the coup de grace — the issue is now settled beyond any doubt.

Actually there was one last moment of drama in this game. After playing 123, Shuko suddenly cursed himself, as he thought that he had made one of his notorious blunders. He was relieved to see Kato play 124, as he thought that White could stage an upset by playing 124 at 125. This was a hallucination, however. As Dia. 25 shows, Black still wins the fight by one move.

Note that hastening to fill in White's liberties by playing Black 125 at 130 would be a mistake. White could win the fight with White 125, Black 'a'. Likewise, Black 125 at 126 would be a mistake because of White 125, Black 'a', White 129.

Black 131 clearly puts Black a move ahead in the corner fight, so at 8.31 p.m., Kato finally bowed to the inevitable. Fujisawa Shuko had survived his first kadoban with an awesome exhibition of precision and power and now the title series suddenly seemed wide open.

Black wins by resignation.

Time taken. White: 8 hours

Black: 8 hours 21 minutes

(Adapted from commentaries by Otake, Takemiya and Hashimoto Shoji in the May issues of 'Igo Club', 'Kido' and 'Igo Shincho' respectively.)

GAME SIX

White: Fujisawa Shuko

Black: Kato Masao

date: 8th, 9th March, 1978

played at Kanazawa

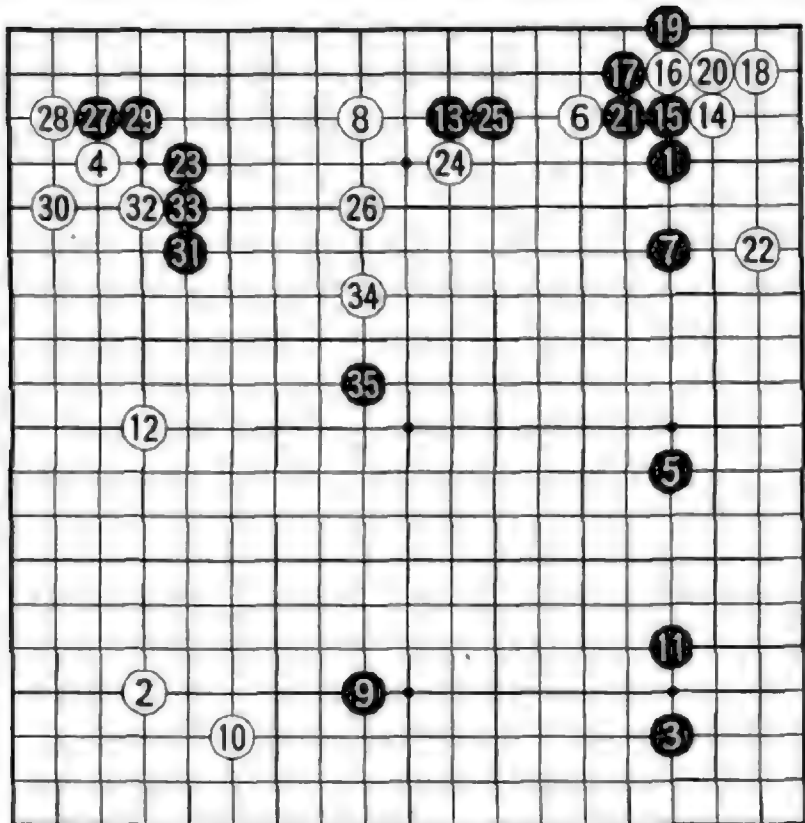


Figure 1 (1 - 35)

Figure 1 (1 - 35)

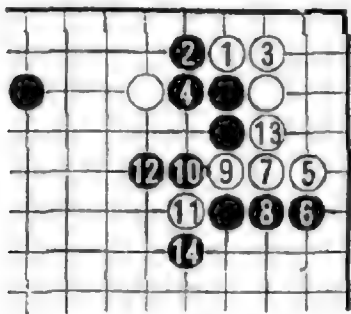
Black 5. Kato plays the 'revised' Chinese style, usually his favourite, for the first time in this series. Shuko counters with a new strategy, a kind of 'mini-Chinese-style', with 6 and 8.

Black 13 is an early challenge, but White avoids a fight by opting for a trade of territory with 14.

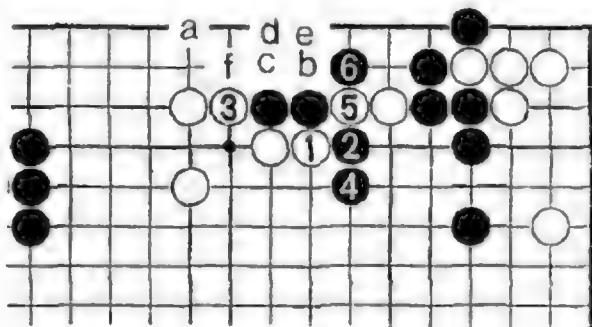
White 18. If the usual move at 3 in Dia. 1, Black can build up his moyo by attaching at 6.

Black 23. Again Black wants a fight, but White goes for a slow-paced game with 24.

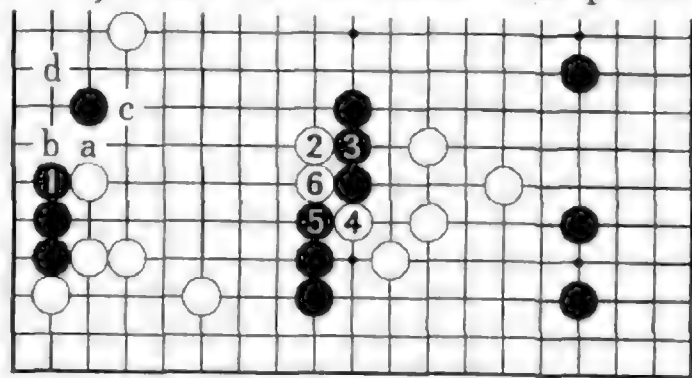
White 34. Shuko regretted this move, as it gives Black the excellent attacking move of 35. White should push at 1 in Dia. 2, as the sequence there gives him better eye potential. (If Black 2 at 5, White pushes at 2.) In this result, White 'a' is sente, as it threatens a ko with White 'b', Black 'c', White 'd', Black 'e', White 'f'.



Dia. 1



Dia. 2



Dia. 3

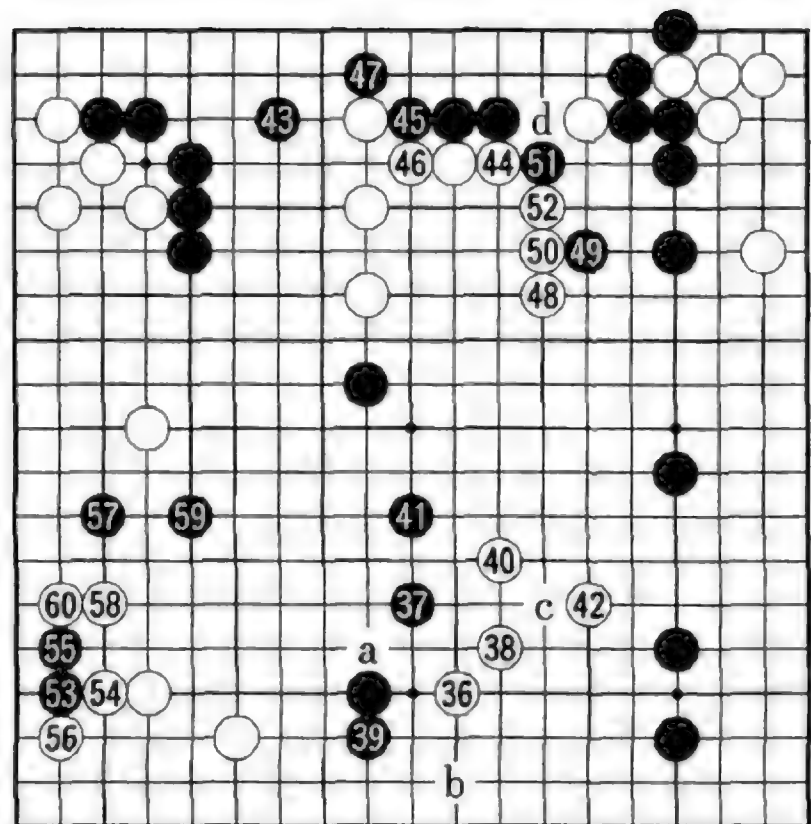


Figure 2 (36 - 60)

Figure 2 (36 - 60)

White 36. Invading at the bottom is imperative once 35 has been played.

Black 39. A tough move, threatening White's base. This also takes out insurance against the possibility of White 'a', as Black will have an escape route at 'b'.

White 42. A peep at 'c' would be disagreeable.

Black 43 is the vital point for both sides. Pushing at 44 is now too late — the sequence to 47 nicely simplifies the game for Black.

White 48 aims next at White 'd', but Black forestalls this in sente with 49 and 51, as permitting Black 52 would be unbearable for White. However, when he switches to 53, Black is definitely in the lead.

Black 59 is very cautious. Black is afraid that if he answers at 1 in Dia. 3, White will launch a desperate attack with 2 to 6. Whether he would gain anything from this attack is another matter, but White's only hope would be to complicate the game. Note that White will keep White 'a', Black 'b', White 'c' in reserve. Depending on

later developments, he might prefer to play White 'a', Black 'b', White 'd'.

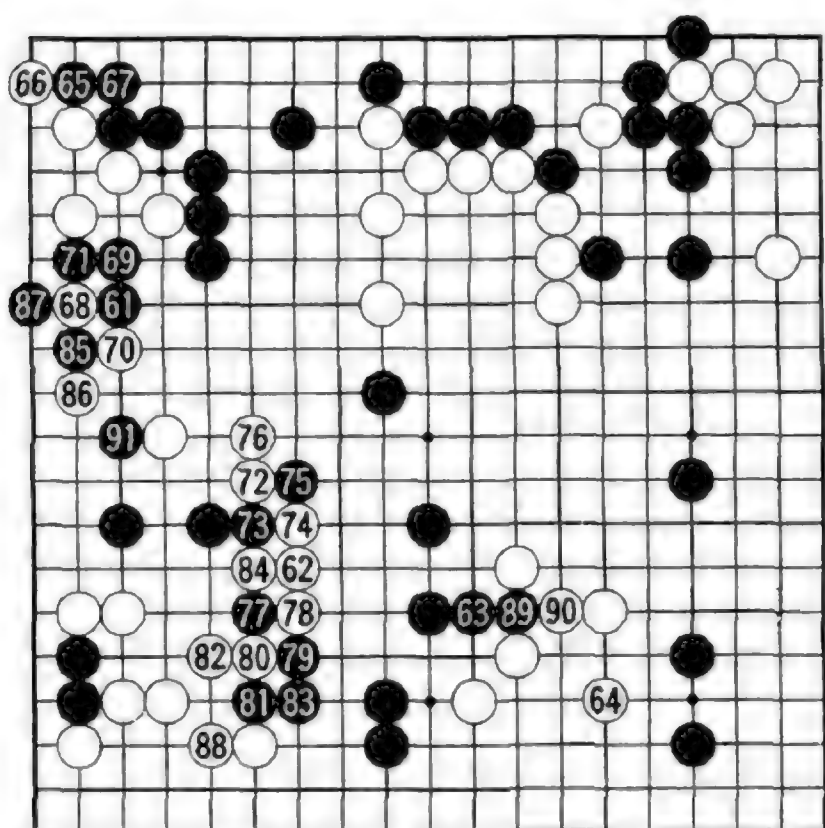


Figure 3 (61 - 91)

Figure 3 (61 - 91)

White 62 is a do-or-die move. White cannot let Black link up his groups. Exchanging 63 for 64 is a minus for Black, but at least it means that he need not worry too much about the centre group.

White 68. White could live by playing at 69, but then Black could play 68 in sente. Likewise, White could live with 70 at 71, but then Black would play one space below 70. Shuko obviously concluded that his only hope was to exchange the corner for the side.

Black offers very strong resistance with 73 and 75. Black 77 and 79 are also strong moves – White must not omit 84. Capturing a stone with 85 and 87 retains the lead for Black. He has played with great precision in this figure.

White 88. Necessary if White is not to fall completely behind in territory.

Black 91. The knockout punch that Kato has been leading up to.

Figure 4 (92 - 122)

White 92. If at 2 in Dia. 4, he has no answer to White 3.

White 94. White has no choice. If at 4 in Dia. 5, he collapses when Black peeps at 5.

Black 97. Kato throws away what has been an excellent game for him with this terrible mistake. As a ko threat, 97 is close to being invalid.

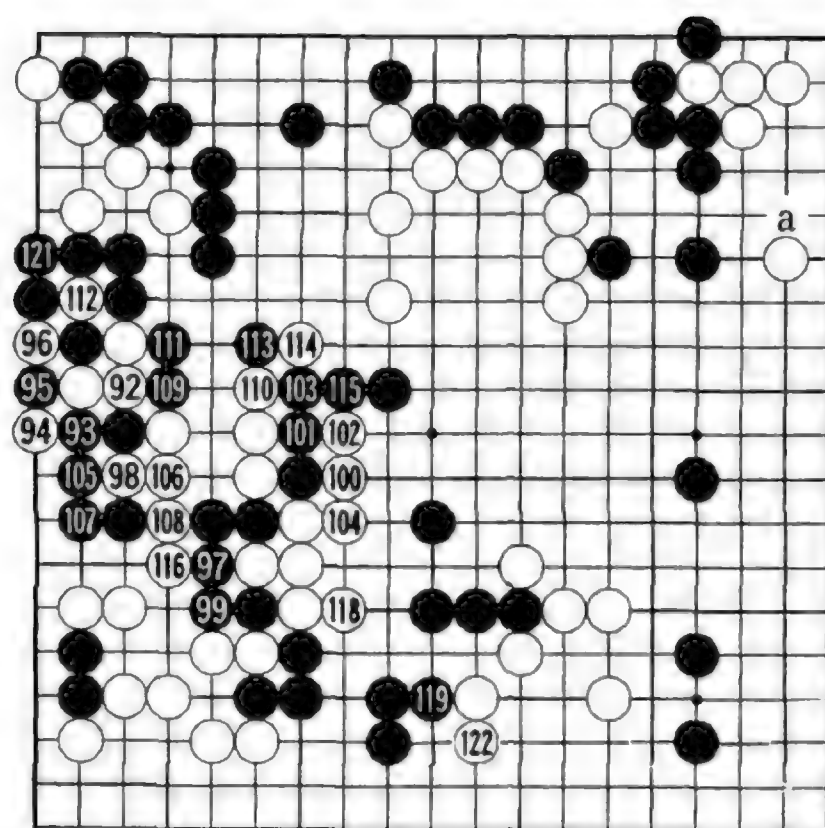
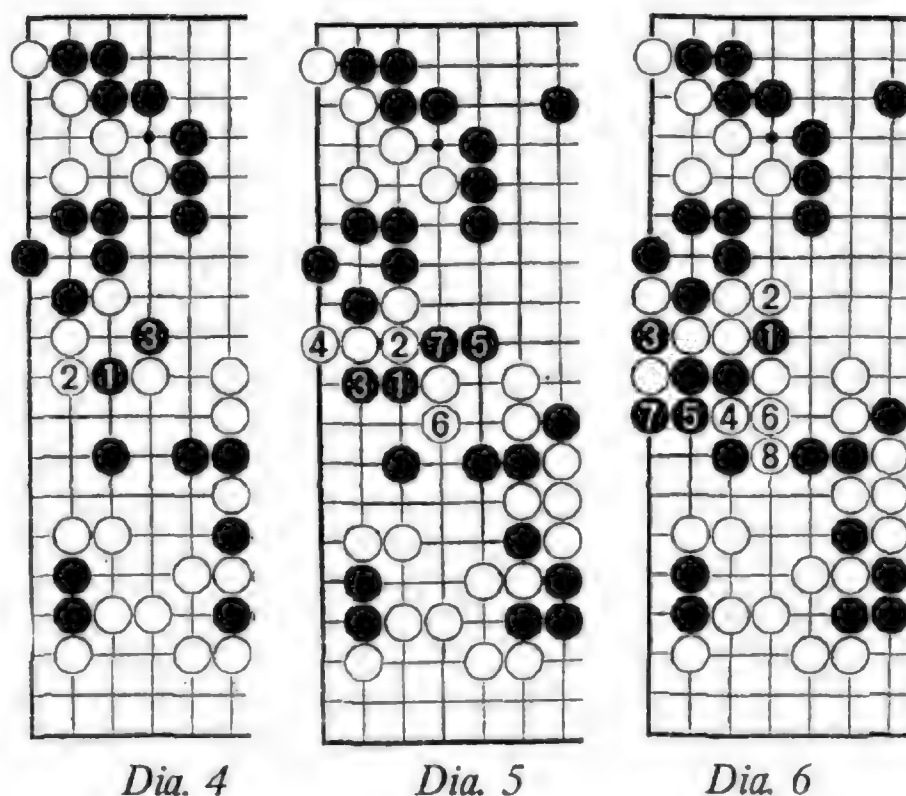


Figure 4 (92 - 122)
ko: 117, 120



Dia. 4

Dia. 5

Dia. 6

Perhaps Kato simply overlooked the possibility of White 98. Instead of 97, Black should cut at 1 in Dia. 6. White must play 2, so the sequence to 8 is forced. The game would then be close, but Black would still be in the lead. Incidentally, Shuko did not intend to answer any ko threats (Black 'a' in the figure, for example) apart from 1 in this diagram.

Black does manage to eat up quite a bit of White's side territory, but he finally has to defend at 121, so White is left with an approach-move-ko here. White has swallowed up five stones and he has also acquired useful central thickness with 100 to 104. When he makes the solid descent at 122, Black's centre group begins to look somewhat forlorn. The game has been

turned decisively in White's favour.

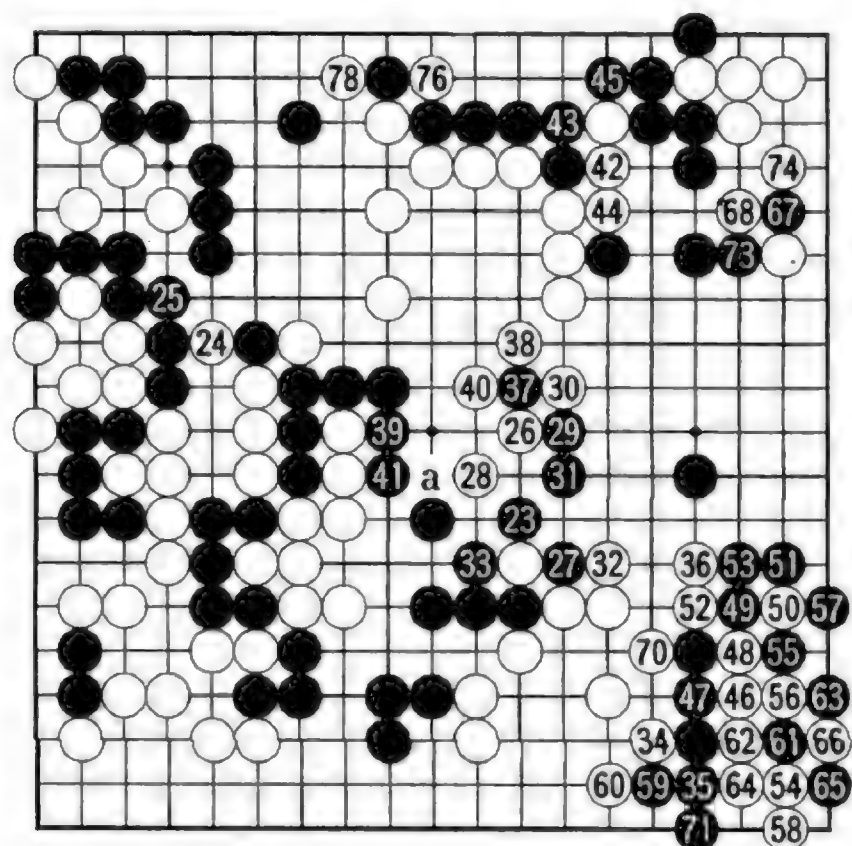


Figure 5 (123 – 178)
ko: 69, 72, 75; 77: connects

Figure 5 (123 – 178)

Black 27 is necessary — if Black is not careful, his whole group might be in trouble.

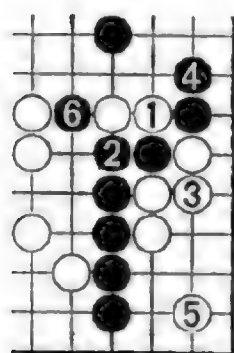
White 36. This invasion confirms White's lead.

White 38. A cautious move. If White plays at 'a' instead, Black would have a hard time saving his five stones. White does not mind letting him connect up with 39 and 41, as these moves do not gain any points, while White gets sente to play 42, then 46.

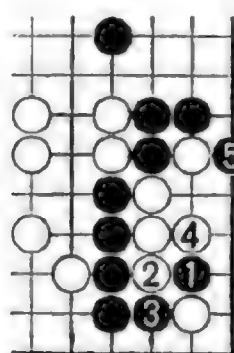
White 52 is a good move. Cutting at 1 in Dia. 7 might lead to too many complications when Black counters with 2 to 6.

Black 55. A very difficult move for Black. The sequence in Dia. 8 is another possibility, but while a ko cannot be avoided in the corner, it is hard to say which is the best way to play it.

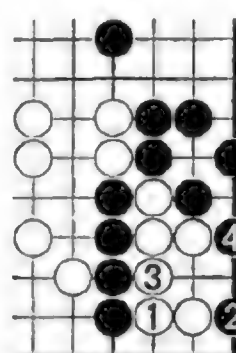
White 58 is correct. White 64 instead might seem adequate, but the ko in Dia. 9 is not quite as good for White as the game sequence.



Dia. 7



Dia. 8



Dia. 9

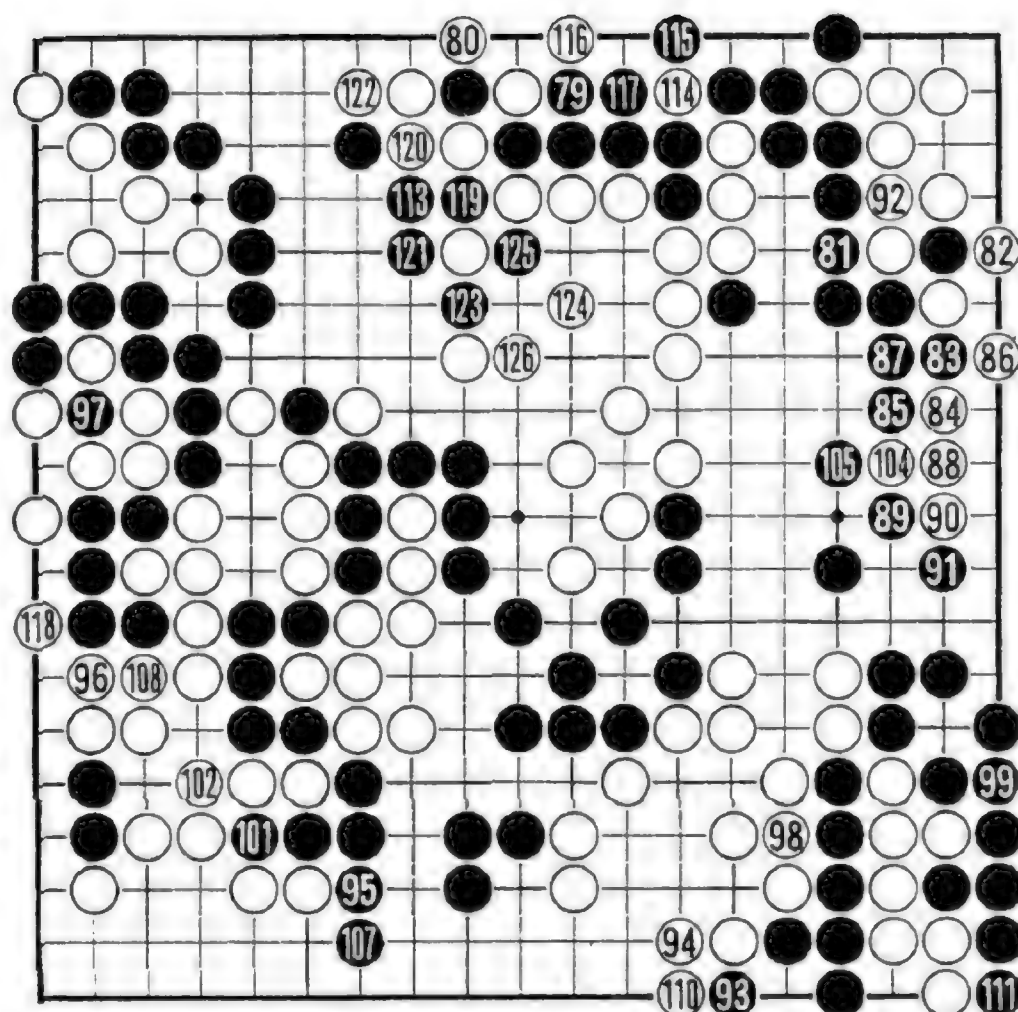


Figure 6 (179 – 226)
ko: 100, 103, 106, 109, 112

Figure 6 (179 – 226)

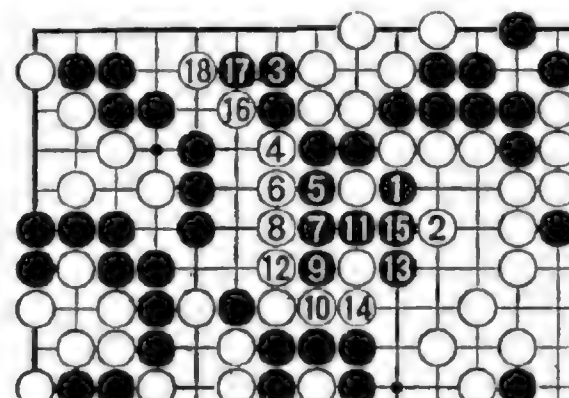
Black 77. Black just does not have enough ko threats, so he has to give up the stone at the top. However, this makes the game close on the board, regardless of the komi.

Figure 6 (179 – 226)

In the end Kato even lost the approach-move-ko on the left side. Naturally he realised that Black 113 did not work as a ko threat — he was just getting ready to resign. In fact, it was already clear that he had given up any hope of winning when he played 107, permitting 108.

Black 121. If Black wants to be tricky, he could try Black 1 in Dia. 10, but the sequence to 18 shows that this does not work.

Shuko thus finally drew even in the series, though not without his share of luck, for Kato had a good game until his fatal slip with 97.



Dia. 10

However, Shuko deserves credit for the precision and determination of his play thereafter — he never gave Kato the ghost of a chance of getting back into the game.

White wins by resignation after 226.

Time taken. White: 8 hours 50 minutes

Black: 6 hours 11 minutes

(Adapted from commentaries by Rin Kaiho and Fujisawa Shuko in the May issues of 'Igo Club' and 'Kido' respectively.)

GAME SEVEN

White: Fujisawa Shuko

Black: Kato Masao

date: 22nd, 23rd March, 1978

played in Morioka City

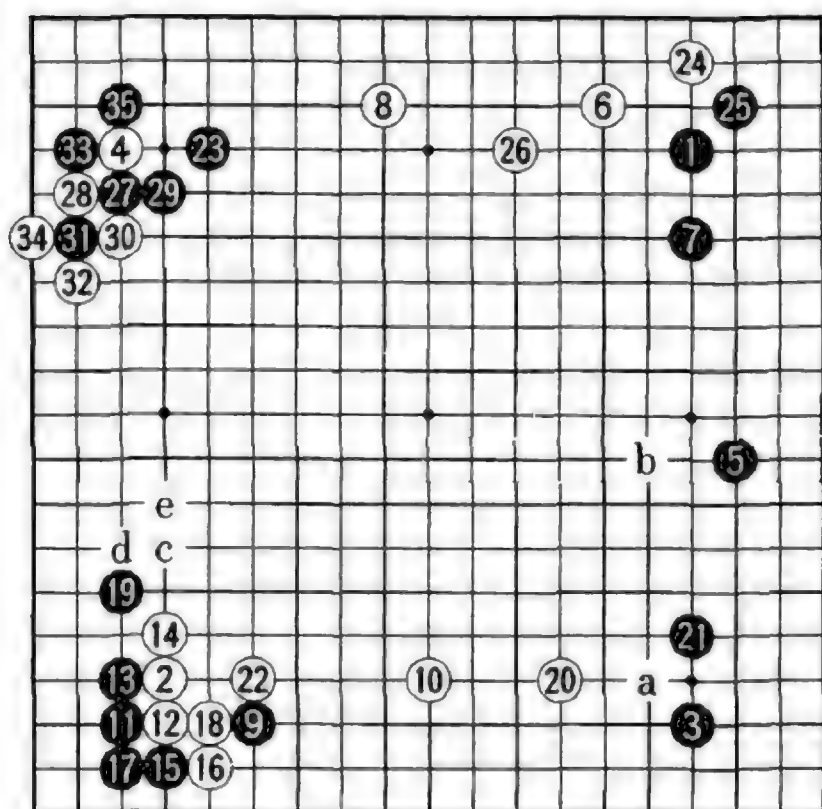


Figure 1 (1 – 35)

Figure 1 (1 – 35). An unsatisfactory start

In the final game of a series, the players draw for colours again. Kato got Black and inevitably he played the Chinese-style fuseki again, though this time he reverted to the third line. For his part, Shuko stuck with the new strategy with 6 and 8 that he had introduced in the 6th game.

Black 9. The first appearance of this approach move in the series. Judging from past games, this leads to a more leisurely game than the move on or to the left of the side star-point.

Black 21. Black 'a' — White 22 — Black 'b', which might be more in keeping with the special strategy of the Chinese-style fuseki, is another possibility.

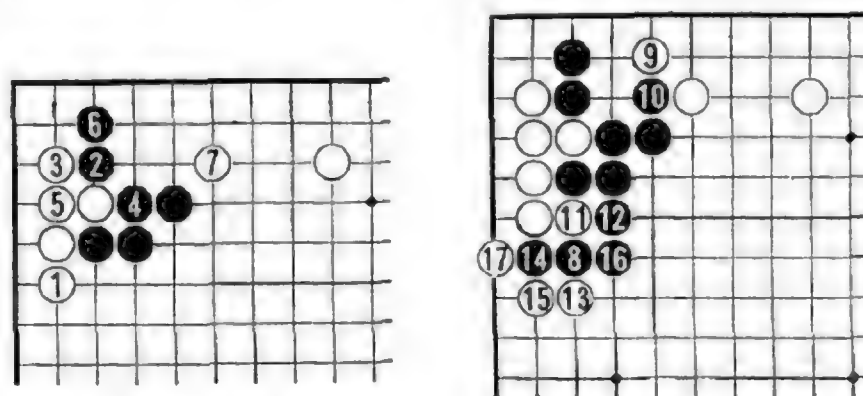
White 22. The more aggressive sequence

White 'c' — Black 'd' — White 'e' is sometimes played in this position. (Refer Game Three of the 2nd Gosei title, GW4). Both sides are playing tight, cautious Go.

White 30. A move much regretted by Shuko, as Black easily settles his group with 31 to 35. Since White has just strengthened his stones at the top right with 24 and 26, he should aim at attacking Black. Instead of 30 —

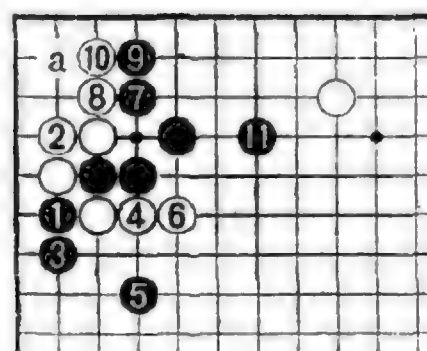
Dia. 1. White should simply extend at 1. The joseki to 6 will follow, whereupon White can strike at the vital point of 7.

Dia. 2. If Black presses at 8, White forces with 9, then continues with 11 to 17. Black's large group is eyeless, so White can keep up the pressure.



Dia. 1

Dia. 2



Dia. 3

After the game Shuko commented that he had originally intended to play 32 at 2 in Dia. 3. However, he realised that this turns out badly for White when Black counters with 3 to 11. Sooner or later White has to add a stone at 'a' to live in the corner. Shuko therefore reluctantly switched to 32, but the result in this corner made him pessimistic about his prospects. Other professionals agreed that Black had taken a slight lead.

Figure 2 (36 – 60). White catches up?

White 36. The only move. White must start a fight.

Black 39. Very large, as it is the key point for securing a base for both sides. However, Yasunaga Hajime, the dean of amateur Go,

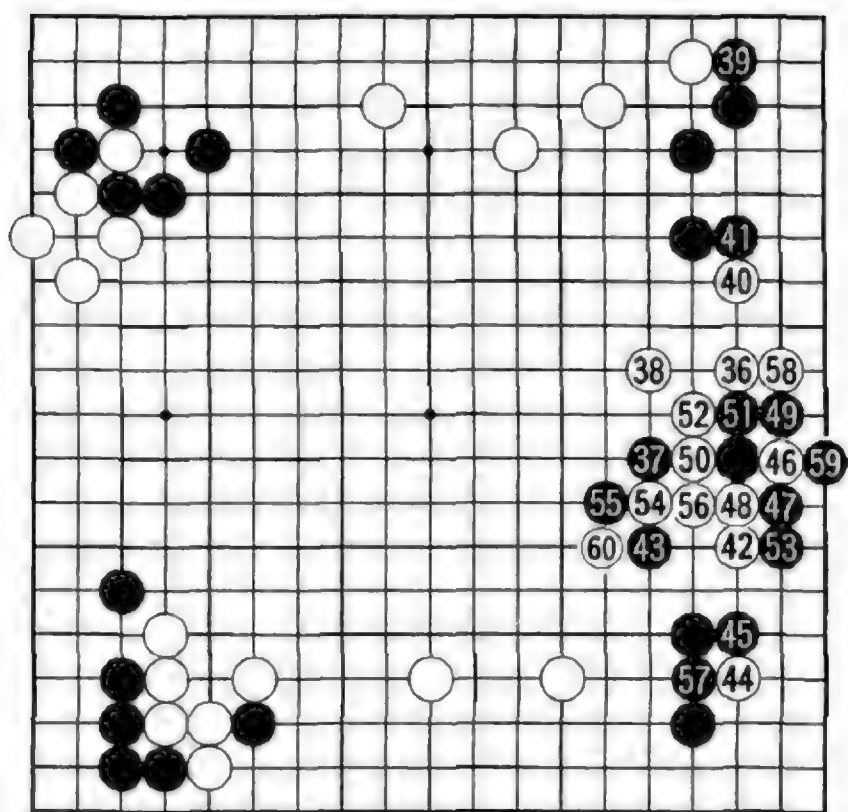
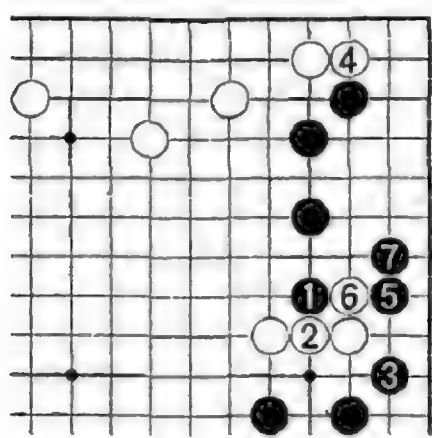
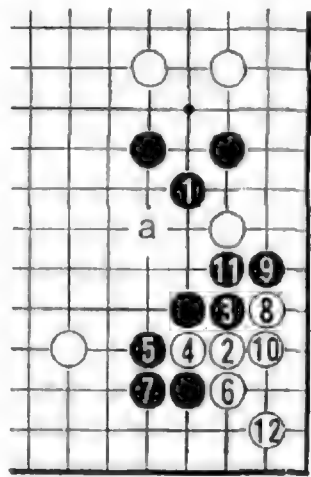


Figure 2 (36 - 60)

suggested the more aggressive combination of 1 and 3 in Dia. 4. White gets to crawl at 4, but Black deprives the invading white group of a base by crossing under with 5 and 7, while also making it more difficult for him to invade lower down the right side.



Dia. 4



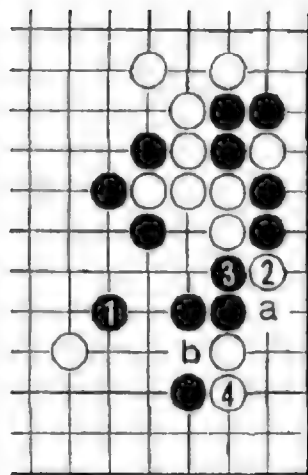
Dia. 5

Black 43. If at 1 in Dia. 5, White can live in the corner with the sequence to 12. After this result, it becomes clear that Black 1 would be better positioned at 'a' in order to defend the cutting point in Black's shape.

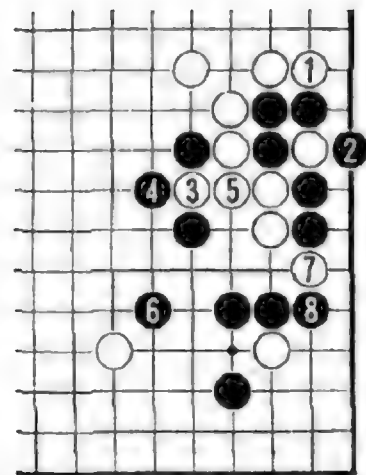
White 46. White could of course still play the same sequence as in Dia. 5, getting a reasonable result.

Black 57. The proper move. If Black is greedy and plays 1 in Dia. 6, White has a neat combination with 2 and 4, making miai of 'a' and 'b'.

White 58. The order of moves here is very skilful. If White had played this atari earlier, at 1 in Dia. 7, Black would now be able to play at 6, as he could answer 7 with 8.



Dia. 6



Dia. 7

White 60. The last move played on the first day. White seems to have recovered well from his initial setback. Black has more territory, but White has an excellent moyo at the bottom, so the position seems to be equal. However, Kato thought for 56 minutes and came up with a devastating move for his sealed move.

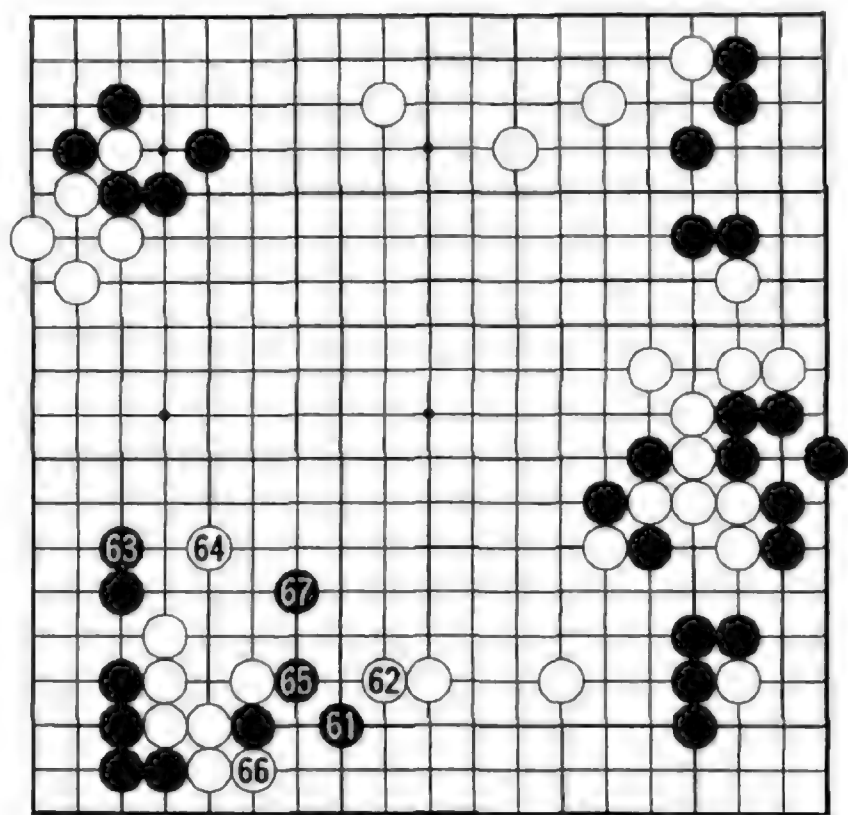
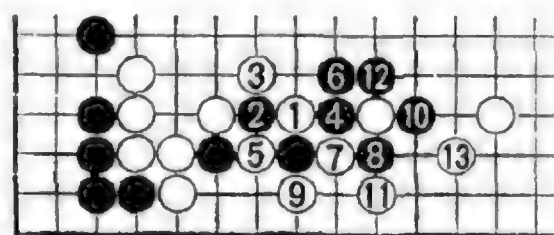


Figure 3 (61 - 67)

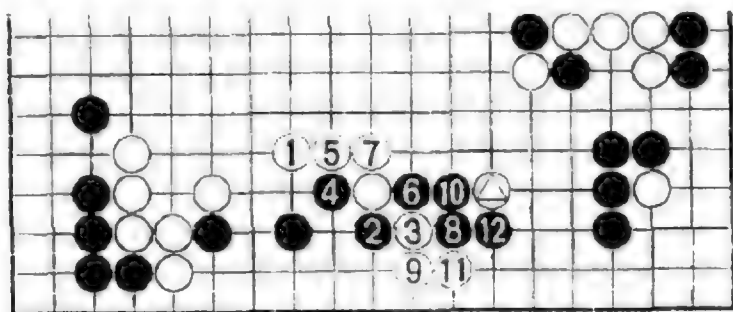
Figure 3 (61 - 67). A powerful invasion

Black's deep invasion at 61 took Shuko completely by surprise. This move is very difficult to deal with. The 'obvious' move is 1 in Dia. 8, but Black counters with 2 to 6. If White then cuts at 7, Black gets a ladder with 8 and 10. The best



Dia. 8

White can do is to cross under with 11 and 13, but Black would be able to leave this group and play elsewhere, for example, at 63 in Figure 3 or 96 in Figure 4.



Dia. 9

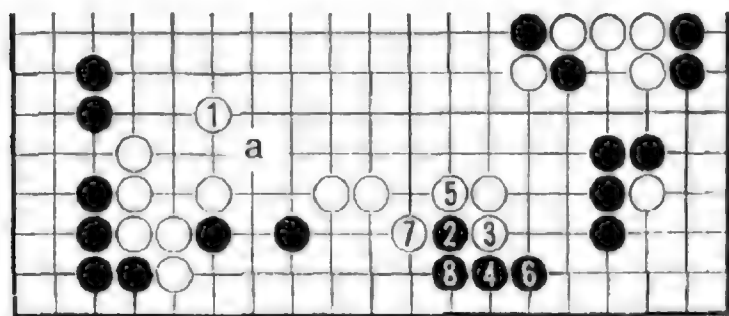
Dia. 9. Trying to seal Black in with 1 is not a success either. After 2 and 4, Black could live by playing 6 at 9, but reducing White's area in sente, while also picking up the Δ stone, is good enough.

White 62 is the strongest counter. Surprisingly, however, Black coolly defends at 63.

White 64. White has to try and capture Black on a large scale. If he plays at 1 or 'a' in Dia. 10, Black will be content with reducing the bottom area with the sequence from 2 to 8. Even the simple move of 2 at 4 seems good enough.

White 66. The vital point for eye-shape.

Black 67. Black has to flee towards the centre, but there is more pressure on White than on Black. One cannot help feeling that Kato has taken control of the game.



Dia. 10

Figure 4 (68 – 97). *Black reaches safety.*

With the help of sente moves such as 75 and 83, Black has little trouble getting out into the centre. White 92 shows that White has given up hope of catching Black. White has to play at 93 himself if he wants to continue the attack, but Black can answer by attaching at 'a'. White would have to counter with 'b', but would not have much prospect of succeeding.

Black finally links up with 93 to 97, which means that the invasion at 61 has been a success. White's only compensation for the reduction of

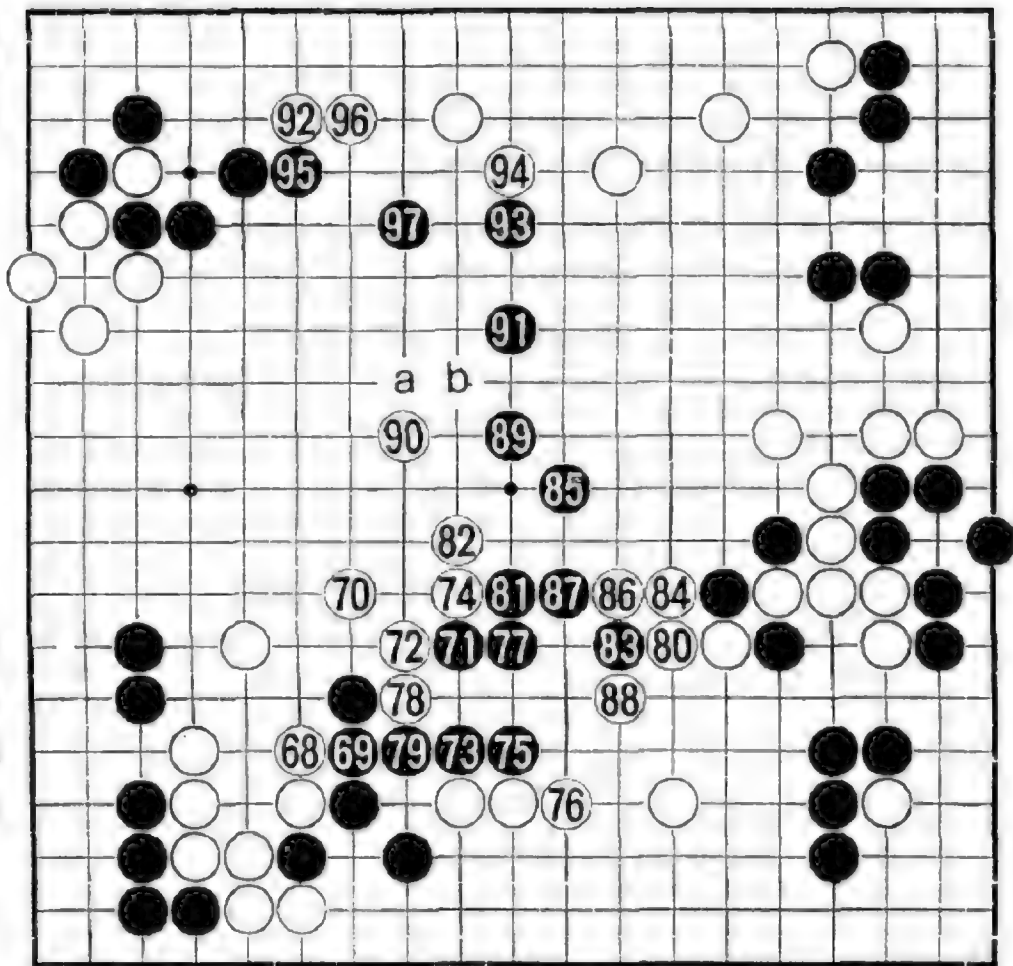


Figure 4 (68 – 97)

his moyo has been the profit he took with 88 and 92 – 96, together with the points he looks like getting in the centre left. It is difficult to calculate White's territory at this stage, but Black seems to be at least ten points ahead on the board.

Figure 5 (98 – 125). *White perseveres.*

White 104 is a good move. Black 107 is

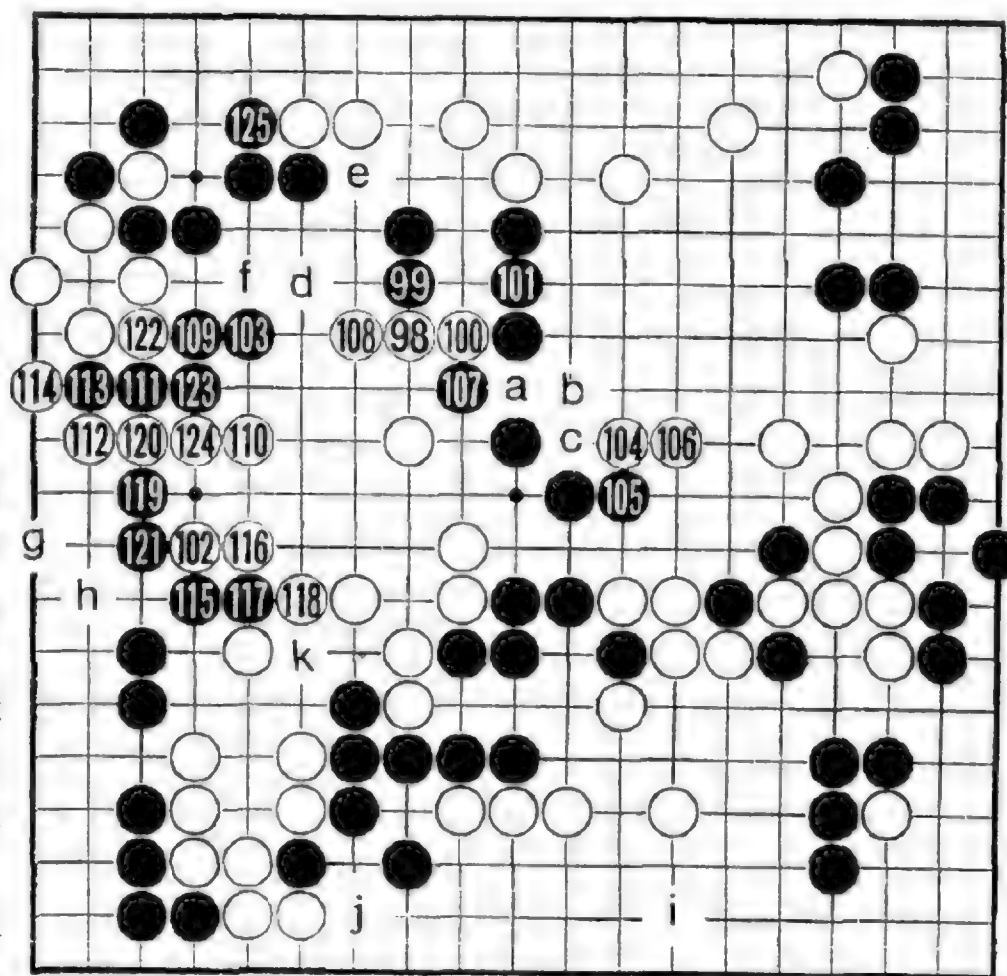


Figure 5 (98 – 125)

necessary because of the threat of White 'a', Black 'b', White 'c'. White 108 is also sente, as it threatens White 'd', Black 'e', White 'f'.

Black 119 loses points. The best move is 1 in Dia. 12. White 4 is forced, so Black can block at 5. In this position White will be reluctant to give atari at 'a'. This result gives Black about three points more than in the game sequence to 124.

The sequence played in the game also makes a difference to Black's bottom left corner. Assuming White 'g', Black 'h', Black seems to have about 13 points here, but he only ends up with 10½.

Black 125. Black 'i' is actually the biggest endgame point. Kato played 125 to be doubly certain that this large group was alive, but it seems quite unlikely that White can kill it if Black plays 'i'. At this stage it would also be a good idea to exchange Black 'j' for White 'k'. Actually Kato was so confident that he was ahead that he did not bother with checking the score.

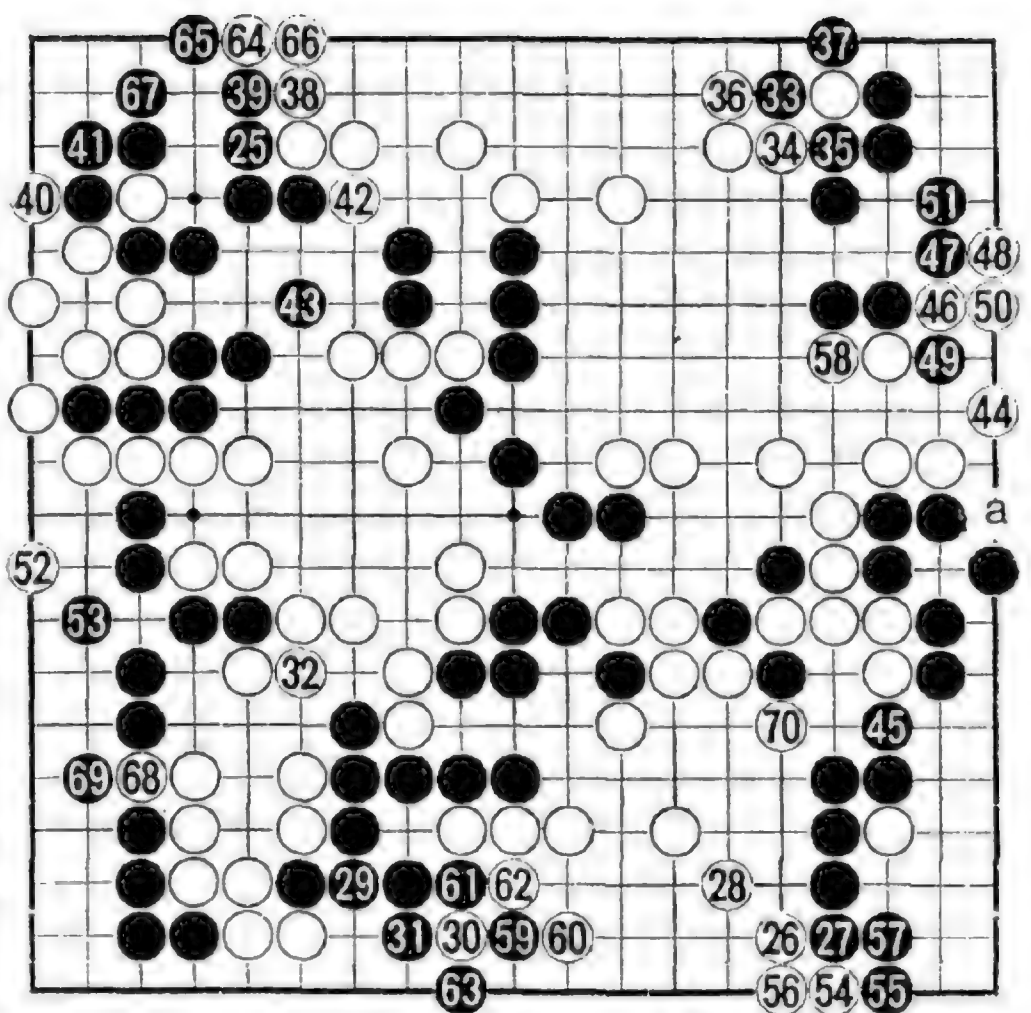


Figure 6 (125 - 170)

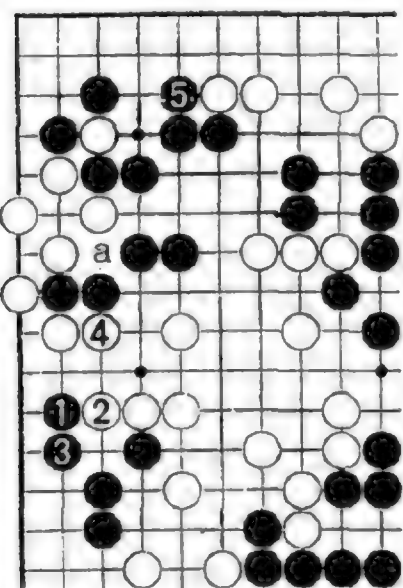
choice about 34 — if he compromises with 1 in Dia. 13, defeat is certain anyway. Black 2 makes quite a difference to the centre.

Black 35. Kato's decisive mistake — he was obviously still convinced that he was comfortably ahead. If Black crawls at 1 in Dia. 14, he wins easily. White must connect at 2, but then Black plays 3 and 5. If White 6, Black cuts at 7, then wins the fight with the forced sequence in Dia. 15. However, White will lose the game anyway if he makes a compromise move with either 2 or 6 in Dia. 14.

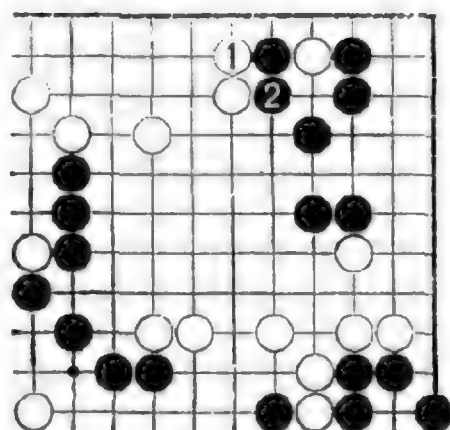
White 44 threatens a ko with 'a'. White has more ko threats, so Black must defend at 45.

White 58. A good, thick move. It was at this point that Kato first realised how close the game had become. On counting, he was shocked to find that he looked like losing by half a point. Shuko was also convinced that he would win by that margin after 58, but actually the balance of the game was tilted twice after this.

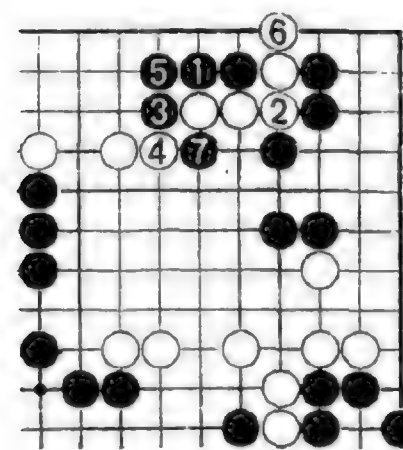
White 62 loses a point. White should omit this move and just play 64 to 70. Black will be able play 1 to 5 in Dia. 16, but capturing at 'a' will not necessarily be sente. White gains a point here compared to the actual game sequence played later.



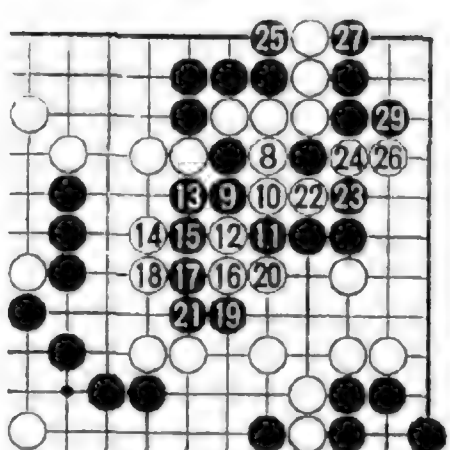
Dia. 12



Dia. 13



Dia. 14



Dia. 15 28: connects

Figure (125 - 170). Fatal over-confidence

White 34. When Shuko played this move, he was resigned to losing. The reason is that he expected Black 1 in Dia. 14. However, White has no

Figure 7 (171 - 200). The final losing move

Black 99 is the losing move. Neither Kato nor

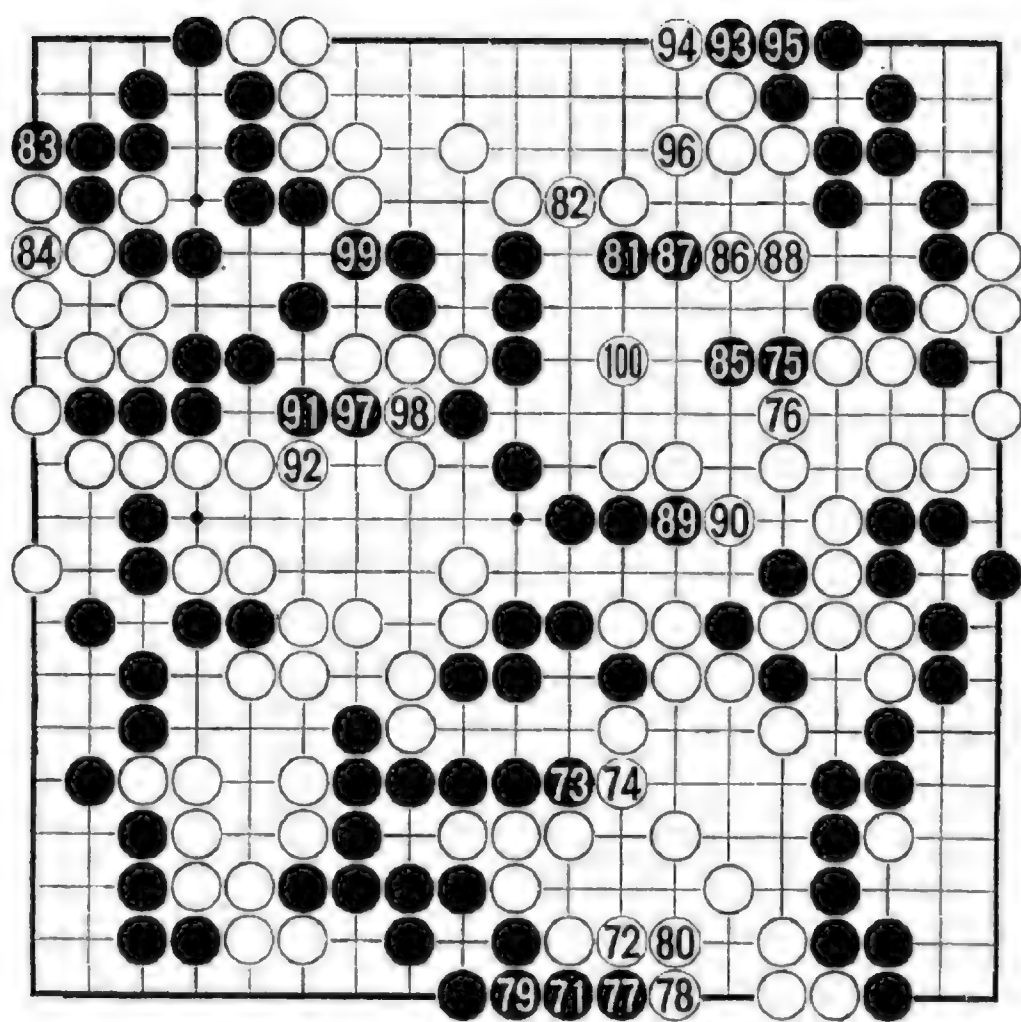
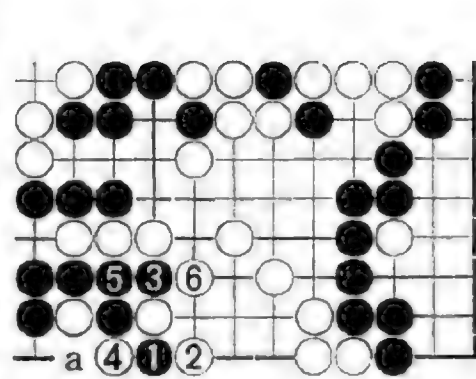
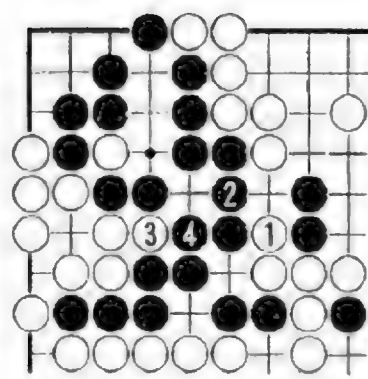


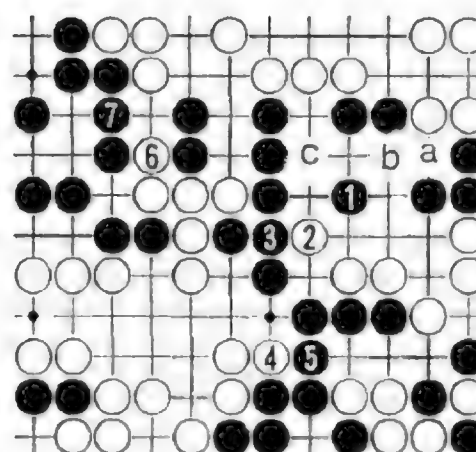
Figure 7 (171 - 200)



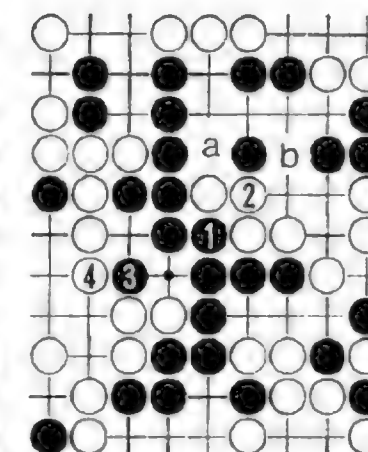
Dia. 16



Dia. 17



Dia. 18



Dia. 19

Dia. 18. If Black plays at 1, White plays 2 to 6. White can play White 'a', Black 'b', White 'c', so Black does not make any points here, but —

Dia. 19. Black can play 1 and 3 (White 'a' and Black 'b' follow later), thus gaining two points in sente (i. e. the points that White gets by playing 8 and 10 in Figure 8 in sente.)

For the above reason, Black 99 at 100 would gain a point and win the game. This mistake compensates for White 62.

Figure 8 (201 - 261). A priceless half point

The game is decided after White 200 and in this figure there is no opportunity to affect the outcome. However, it is worth commenting on White 16, which is a nice move. If Black gives atari to 16, White cuts at 17, making White 58 sente, so Black has to play 17. However, White 18 and 20 reduce the corner to 10½ points.

This game was a fitting conclusion to the most dramatic title match for years. After having become the challenger to Shuko through two upset ½-point victories over Rin, it was ironic that Kato should miss out on the enormous prestige, not to mention the lavish prize-money, of the Kisei title in exactly the same way.

White wins by ½ point.

Time taken. White: 7 hours 45 minutes

Black: 8 hours 56 minutes

(Adapted from a commentary by Kudo Norio, Oza)

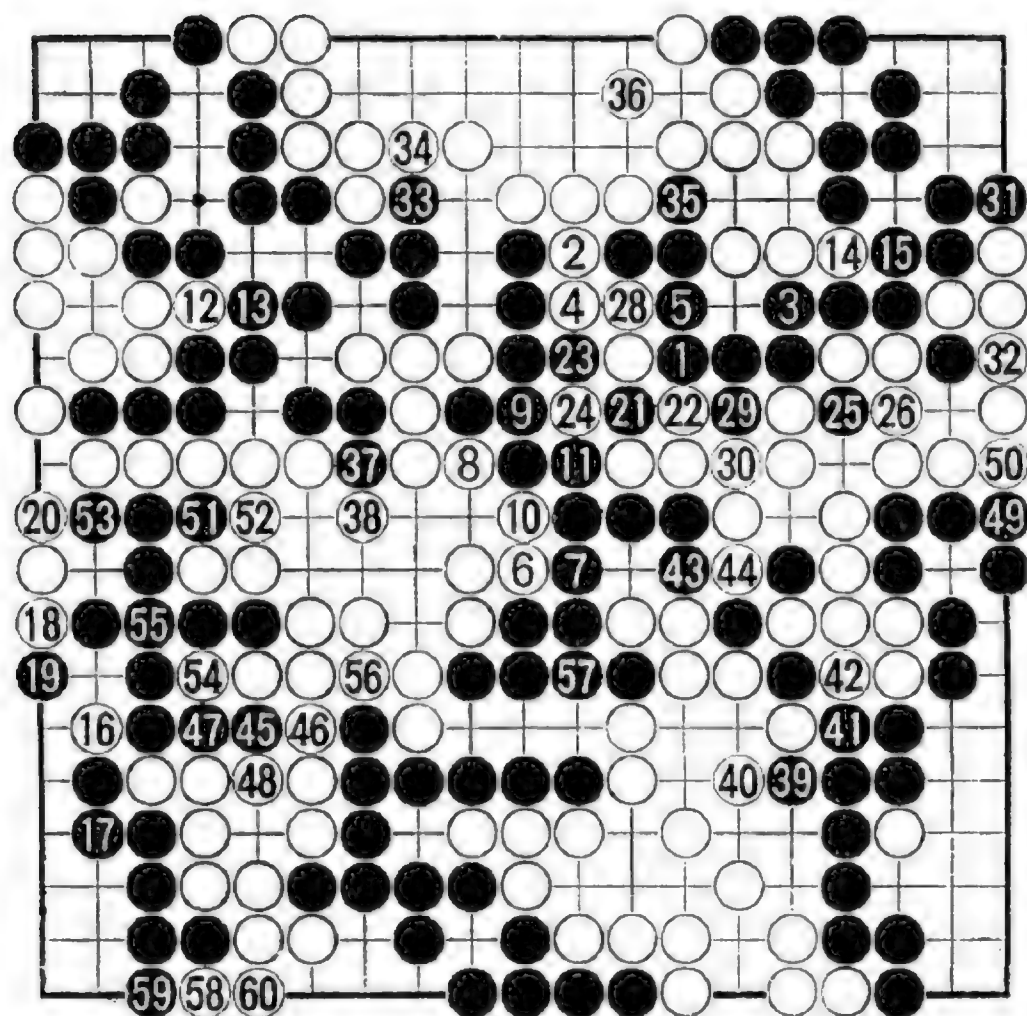


Figure 8 (201 - 261)

27: ko (at 21); 61: connects (at 24)

Shuko noticed this, but Black could have won by half a point if he had played 99 at 100. The explanation is a little complicated.

Dia. 17. If Black lets White play at 1, the moves to 4 follow, with White gaining a point in sente. Black 99 is therefore worth 1 point in reverse sente.

16th Judan Title

GAME ONE

White: Rin Kaiho Meijin

Black: Kato Masao, Honinbo & Judan

komi: 5½; time: 6 hours each

date: 15th March, 1978

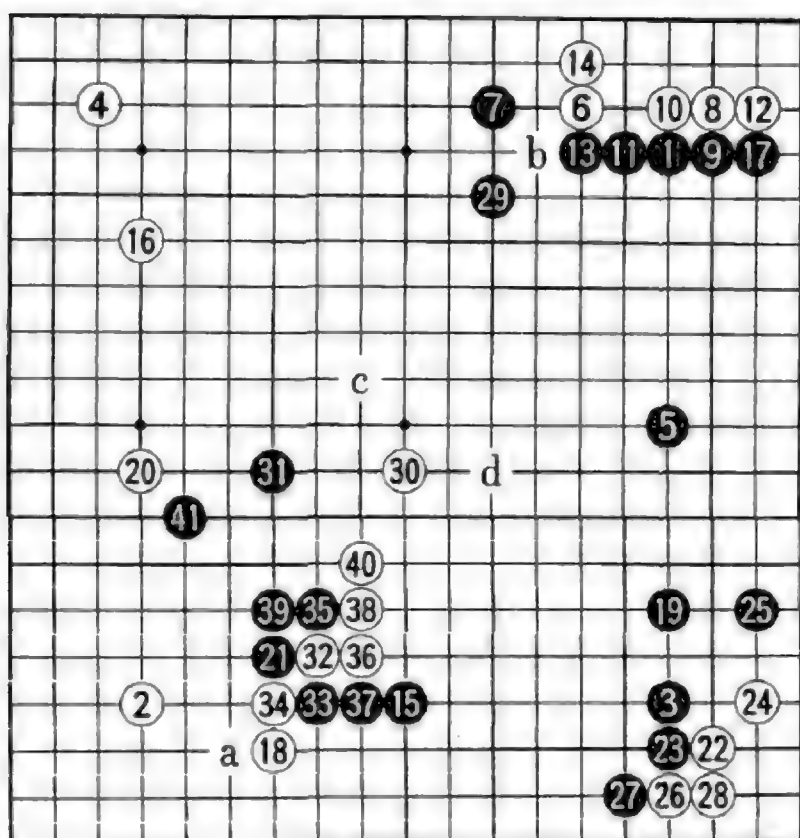


Figure 1 (1 - 41)

Figure 1 (1 - 41)

No sooner does one title match starring Kato finish than another begins. Kato actually began his defence of the Judan title in-between the sixth and seventh games of the Kisei title. He faced a formidable opponent, for Rin Kaiho has been enjoying superb form in the last year. Rin was undoubtedly anxious not only to regain the title he lost to Kato in 1976 but also to avenge his defeat in the playoff to decide the Kisei challenger at the end of last year.

Black 3. A major surprise. This must be the first game for a very long time that Kato has not played the Chinese-style fuseki.

Black 17 is a territory-oriented move popular recently, but perhaps Black should have played at 'a' first, as 18 is an excellent move for White.

Black 21. A good move, expanding Black's central moyo while also aiming at attaching at 'a'.

Black 29 defends against a white hane at 'b', one of the key points of this pattern. However, Black could have played more aggressively by

going for a large moyo with 'c'.

White 30 shows excellent judgement. Black has to intercept at 31, as defending at 'd' would not be enough to win.

Black 35 and 37 are a tesuji, but the fight after 40 seems a little favourable for White. Black has to reinforce with 41, as his connection is not secure.

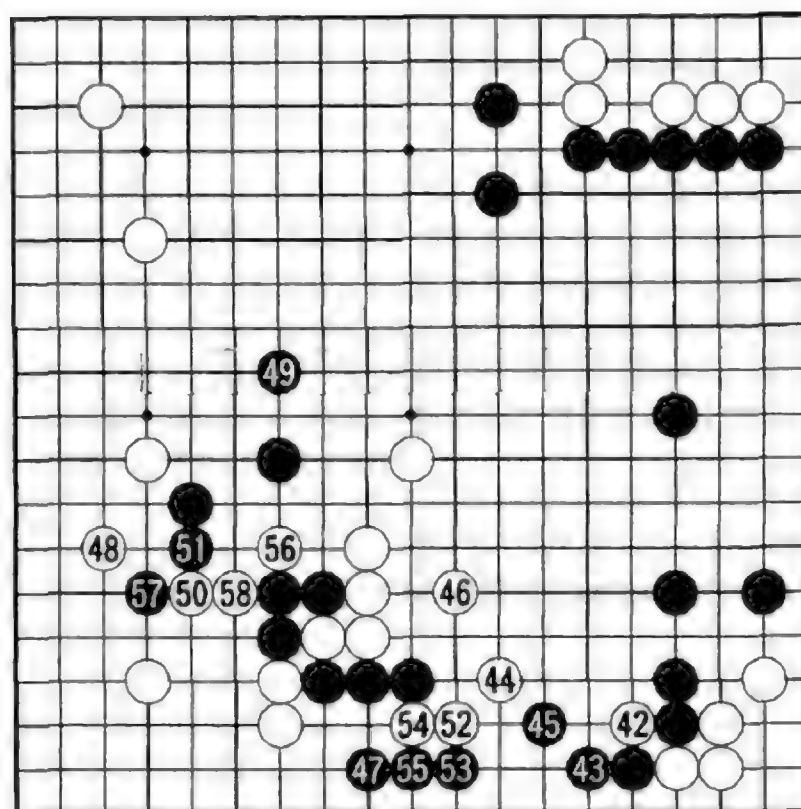


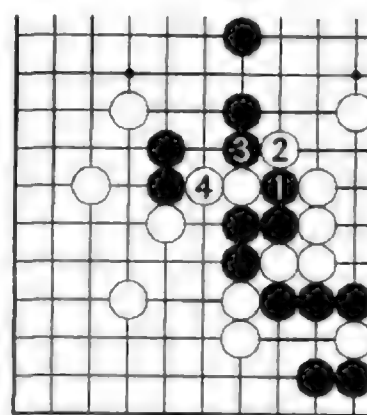
Figure 2 (42 - 58)

Figure 2 (42 - 58)

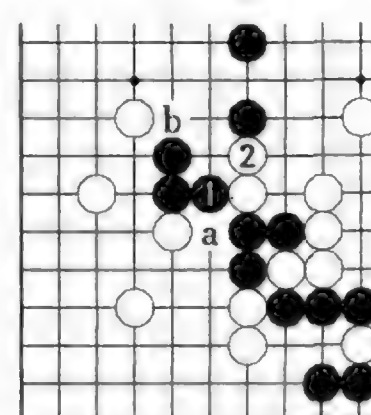
Black 43. Black must save his stone, as there is still some aji in White's corner.

White 52, 54. Everyone expected 56 immediately, but these forcing moves are based on profound analysis, as will be seen later.

Black 57. Black cannot resist 56 directly. If he plays 1 in Dia. 1, White counters with 2 and 4. If instead 1 in Dia. 2, White 2 makes miai of 'a' and 'b'.



Dia. 1



Dia. 2

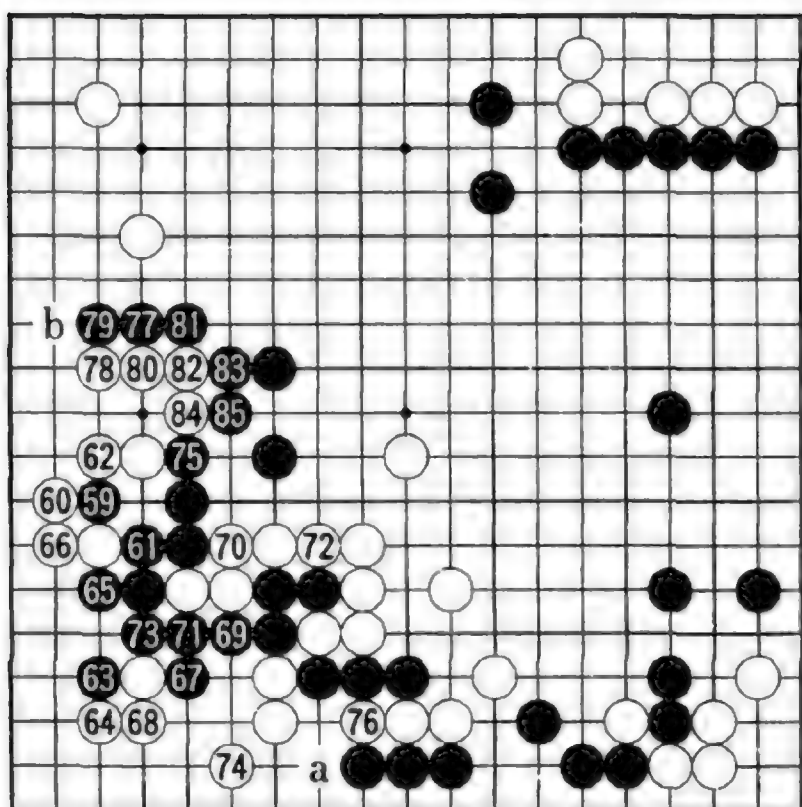


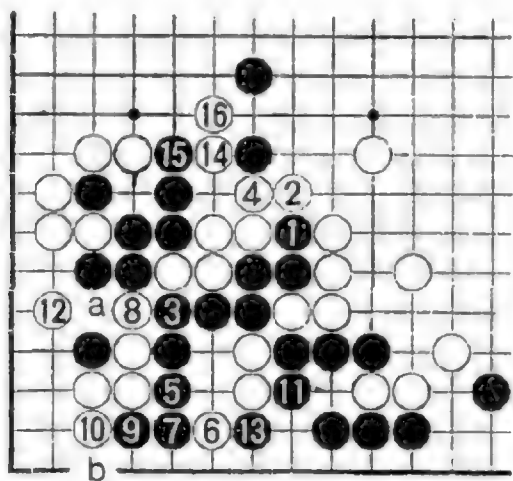
Figure 3 (59 - 85)

Figure 3 (59 - 85)

Black has to prepare the way with the tesujis of 59, 63 and 67 before he can pull out his three stones. However, White has allowed for this. The reduction of his territory does not worry him, as the star-point stone is weak territorially to begin with. When White plays 74, the reason for his forcing moves with 52 and 54 becomes clear, as he can now capture three black stones with 76. Rin had read out this whole sequence when he played 52 and 54.

Black 71. What if Black plays more aggressively, with 1 in Dia. 3? Once again the tesuji of 6 is useful. Black can crawl once at 9, but then he has to play 11 to ensure that he can live with seki. However, White just discards his three stones, connecting up with 12 instead. With 14 and 16, he should be able to capture the black group. (If Black 11 at 'a', White plays 'b', winning the capturing race.)

Black 75. If at 'a' to save the three stones, White will capture the large group with 85.



Dia. 3

White 76 puts Rin into the lead. This capture takes the pressure off White's centre group, which in turn means that Black cannot expect to get much from his moyo on the right.

Black 77. Making this attack is about all that Black can do, but in response White just concentrates on living as quickly as possible. White's main aim here is to prevent Black 'b' from being sente.

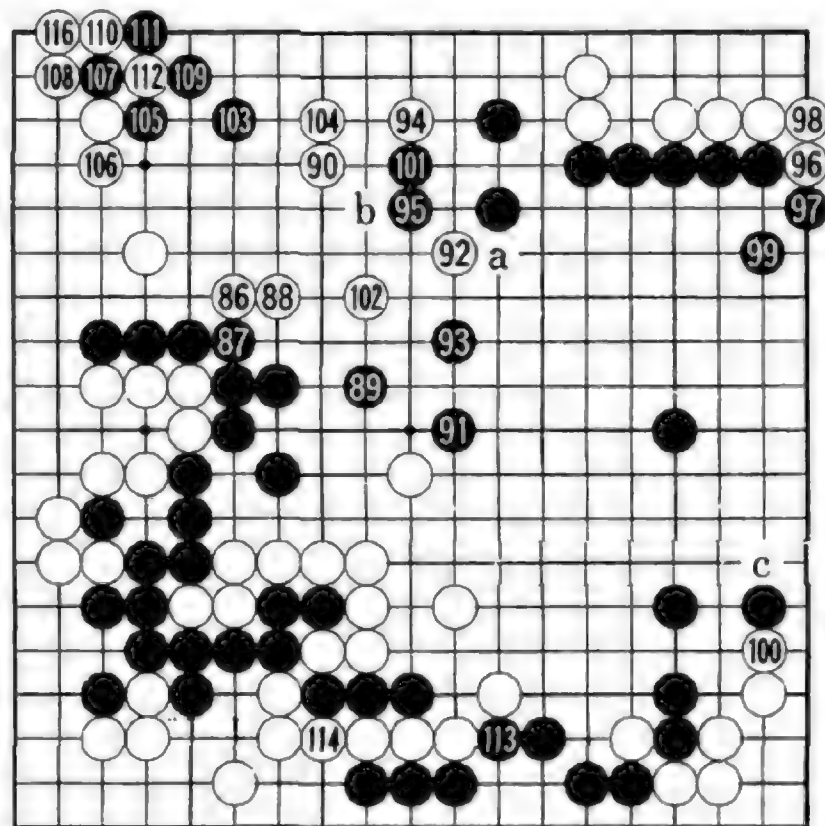


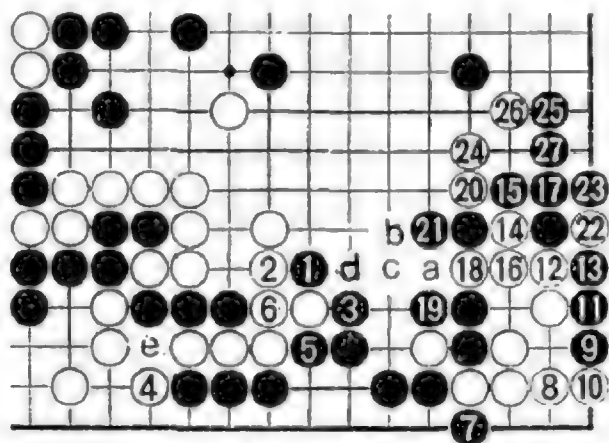
Figure 4 (86 - 116) 115: ko

Figure 4 (86 - 116)

White 90 is the last major point. White is now safely ahead.

Black 93 puts temptation in White's path. If White plays 94 at 'a', Black tries to capture him with 'b'.

White 100 is quite big. For a start it sets up the endgame move of 'c'. However, Rin's real concern was the sequence in Dia. 4. Black forces with 1 to 5, then sets out to kill the corner with 7. White has to play 8, but the corner is captured in the sequence to 27. If White 'a', then Black 'b', White 'c', Black 'd' - the forcing moves of



Dia. 4

1 and 3 turn out to be very useful. There is no problem if White compromises with White 2 at 6, but then Black immediately plays 4, forcing White 'e', so altogether White suffers a loss here just about equivalent to the komi. It was because of distaste for this that Rin played 100.

Black 103. This invasion is natural. White cannot kill Black, but then he could not expect to take all this area after switching to 100. Rin's assessment of the overall position was that he could afford to let Black live here.

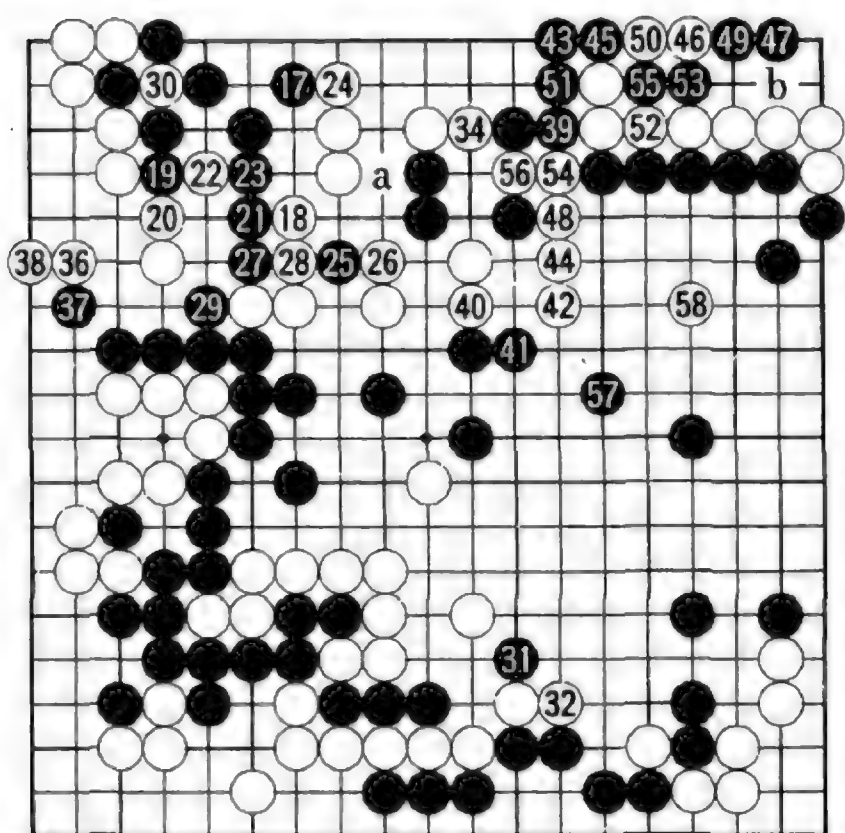


Figure 5 (117 – 158)
33: ko; 35: connects

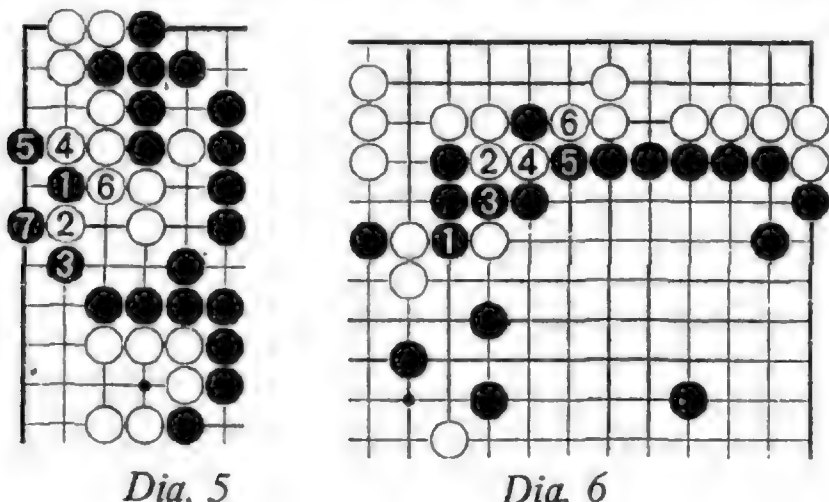
Figure 5 (117 – 158)

Black 25 is a good move. 27 and 29 make miai of connecting and living.

White 36 is essential to prevent Black from getting a ko with 1 to 7 in Dia. 5.

Black 39. Black 1 in Dia. 6 is very large, but White connects up nicely at the top with 2 to 6 and remains ahead in territory.

White 42. The conclusion of the professionals



Dia. 5

Dia. 6

following the game was that White would win if he ensured two eyes by playing 42 at 'a'. When Rin, who was already in byo-yomi of a minute a move, jumped out at 42, it was thought at first that there might be an upset, for Black 43 threatens to kill either the corner group or the centre group.

The corner group does die, but White gains enough compensation by breaking into Black's moyo with 42 and 44 and by capturing three stones with 48 to 56.

White 48. White can save the corner by playing 'b', but Black 48 would endanger the central group.

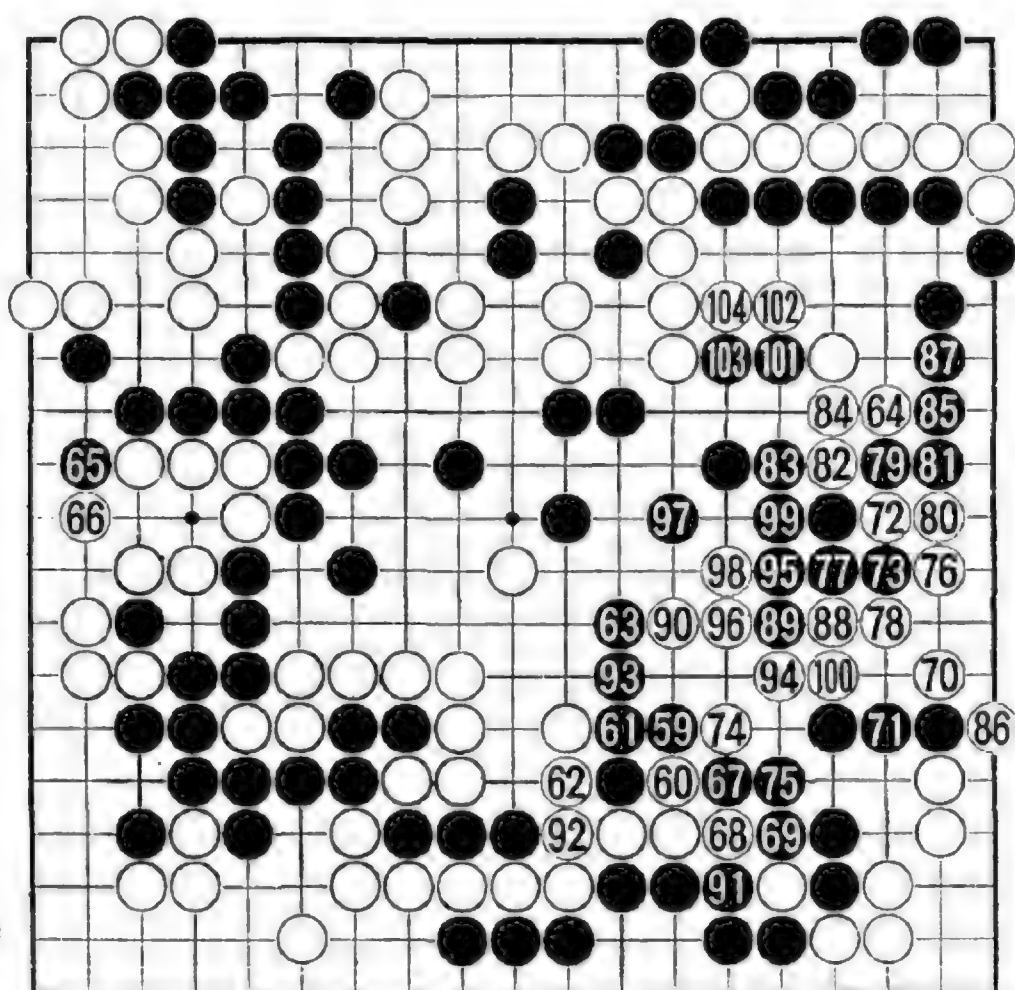


Figure 6 (159 – 204)

Figure 6 (159 – 204)

Kato kept on fighting for a while, but the issue was settled beyond doubt by White 158. In this game Rin took an early lead and managed to hang on to it throughout.

White wins by resignation after 204.

Time taken. White: 5 hours 59 minutes

Black: 5 hours 55 minutes

GAME TWO

White: Kato Masao

Black: Rin Kaiho

date: 28th March, 1978

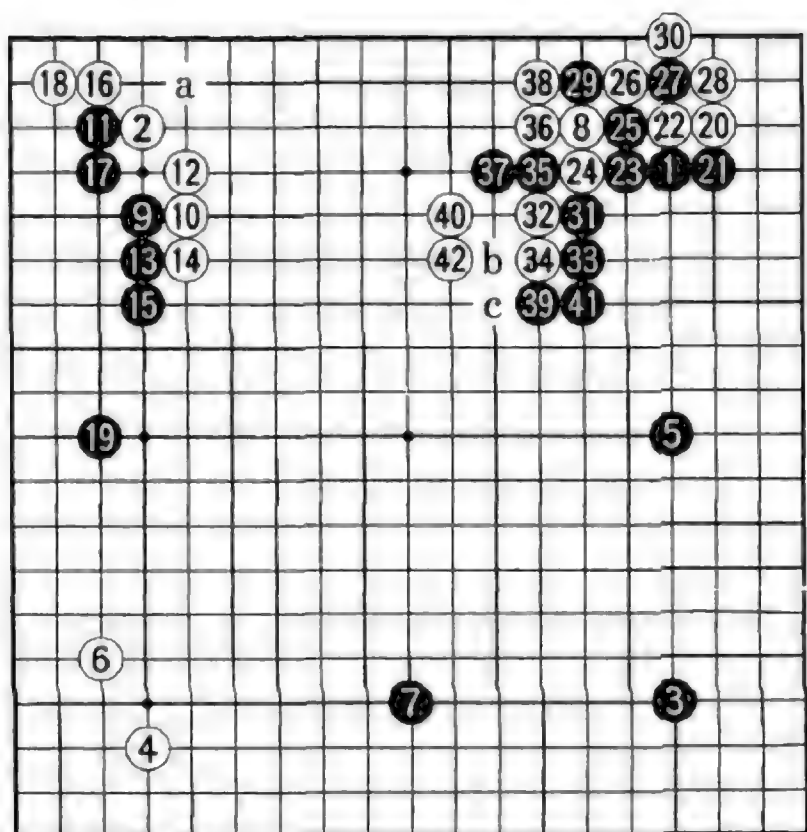
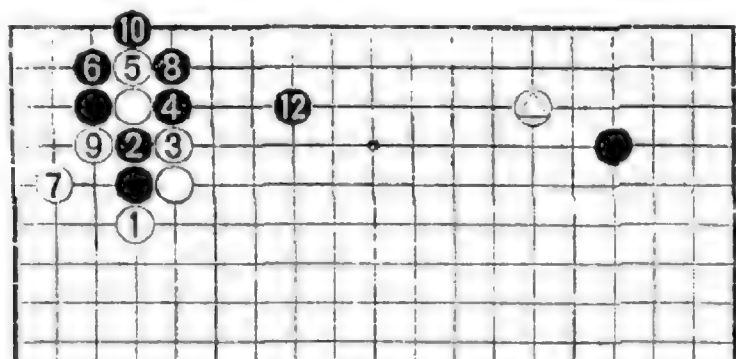


Figure 1 (1 - 42)

Figure 1 (1 - 42)

Kato played this game less than a week after losing the Kisei title to Fujisawa Shuko. Counting the first Judan game, he had lost four games in a row, surely an unusual experience for Kato. Go fans were beginning to wonder if perhaps the Kisei upset had demoralised him, but these fears were soon laid to rest.

White 12. The usual joseki is 1 etc. in Dia. 1. However, Black 12 works well at the top, putting pressure on the Δ stone.



Dia. 1 11: above 2

White 18. It is hard to say whether the exchange for Black 19 is good or not. It all depends on how much use Black can get out of the peep at 'a'.

White 34. Kato regretted this move, commenting that he should just have played 37 instead. In that case, Black 34, White 'b', Black 'c', White 42 follow.

White 42. This pattern also appeared in the Cho - Kobayashi game given in GW5 (p.11).

Figure 2 (43 - 77)

Black 43, 45. An excellent combination. Kato felt that he had had it when Black played 45.

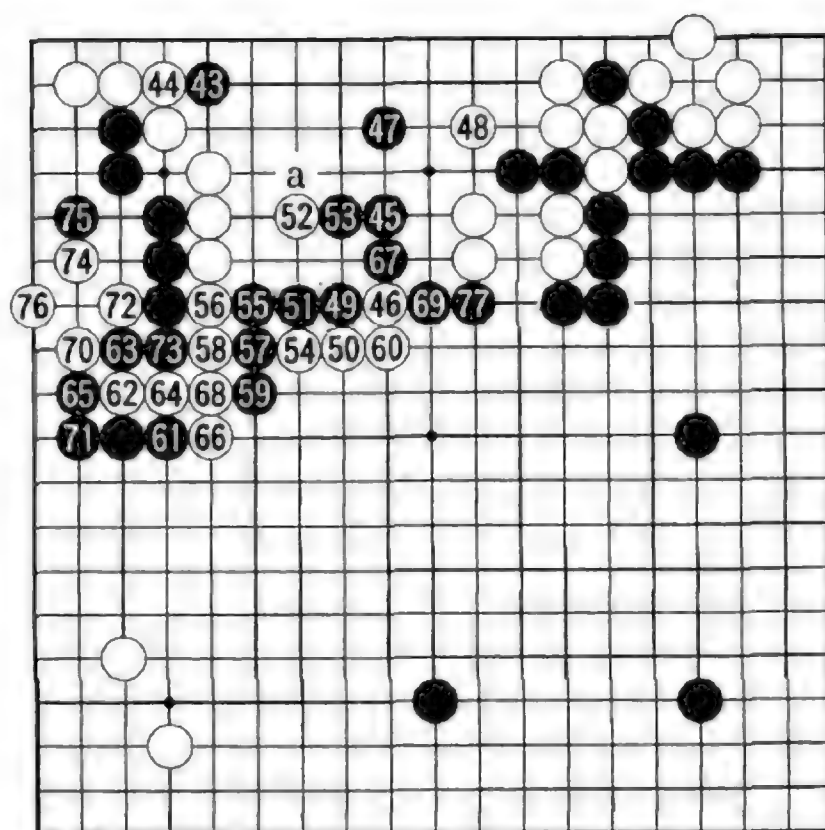


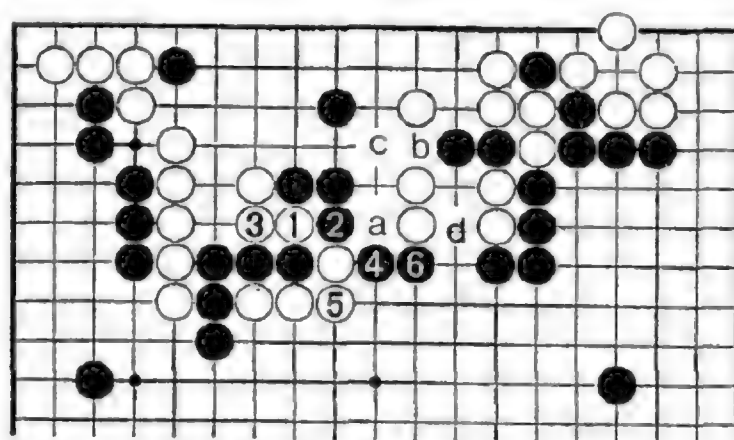
Figure 2 (43 - 77)

White 46. The proper move is 69, but Black escapes easily by attaching at 46.

Black 47 is another good move. White has to answer at 48, but he has very bad aji around here. When Black attaches at 49, White has no hope of catching him.

White 54. If White connects at 60, Black plays at 'a' and should have no trouble living. White pushes at 54 in order to lead his other group out with 56 and 58.

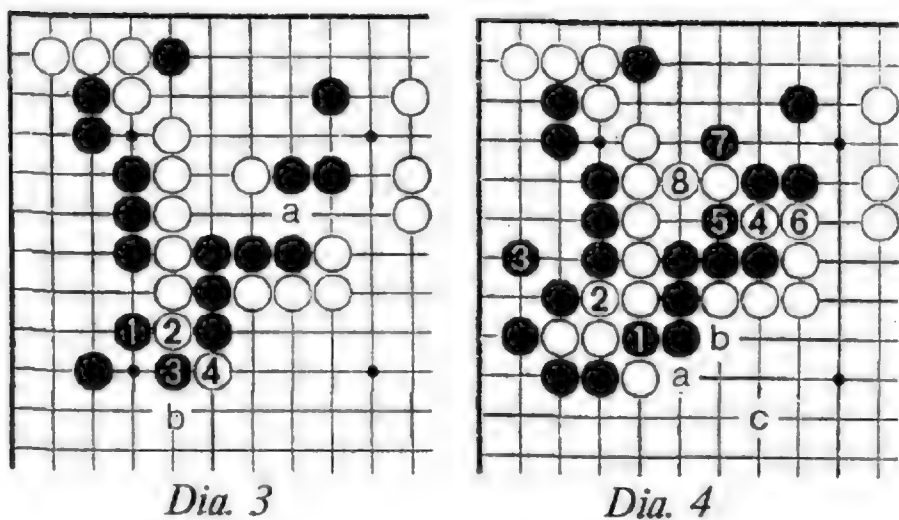
White 60. Playing in at 1 in Dia. 2 is unreasonable, as Black easily escapes with 2 to 6. If White tries to cut at 'a', he himself is captured after Black 'b', White 'c', Black 'd'.



Dia. 2

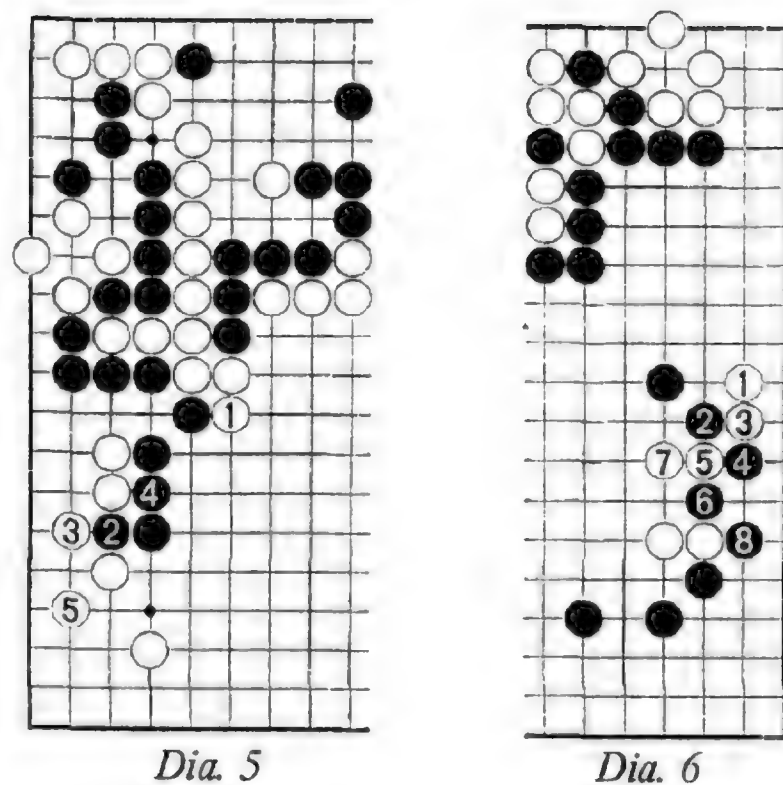
Black 61 is correct shape here. Black 1 in Dia. 3 is bad, as White pushes through and cuts with 2 and 4. Black has to defend at 'a', so he has no time to extend at 'b'. However, White 'b' gives Black terrible shape.

Black 67. Black cannot cut at 1 in Dia. 4. After the sequence to 8, Black needs an extra move to live at the top, so White captures the



other black stones with White 'a', Black 'b', White 'c'.

White 70 – 76. White gets an approach-move-ko here, but Black was prepared for this. When Rin blocked at 77, he probably felt that he had the game sewn up. In fact, laying waste to White's top area like this has given Black a considerable lead.



At this stage Black is about fifteen points ahead on the board.

White 90. White would prefer to slide to 1 in Dia. 6, but the crude counterattack with 2 and 4 works surprisingly well for Black.

Black 103. Black 1 in Dia. 7 also seems possible. The Δ stone will not be much of a nuisance.

Black 107. Black's main concern seems to be his bottom right corner. Perhaps, however, Black 1 and 3 in Dia. 8 might have been better. If White 4, Black secures the capture of the three white stones with 5. If White invades the corner at 'a', Black answers with 'b', White 'c', Black 'd'. This makes him strong on the outside, so he can aim at reopening his attack with Black 'e'.

Black 109. Black is able to cross under, but White forces him into a very low position, which must be somewhat annoying.

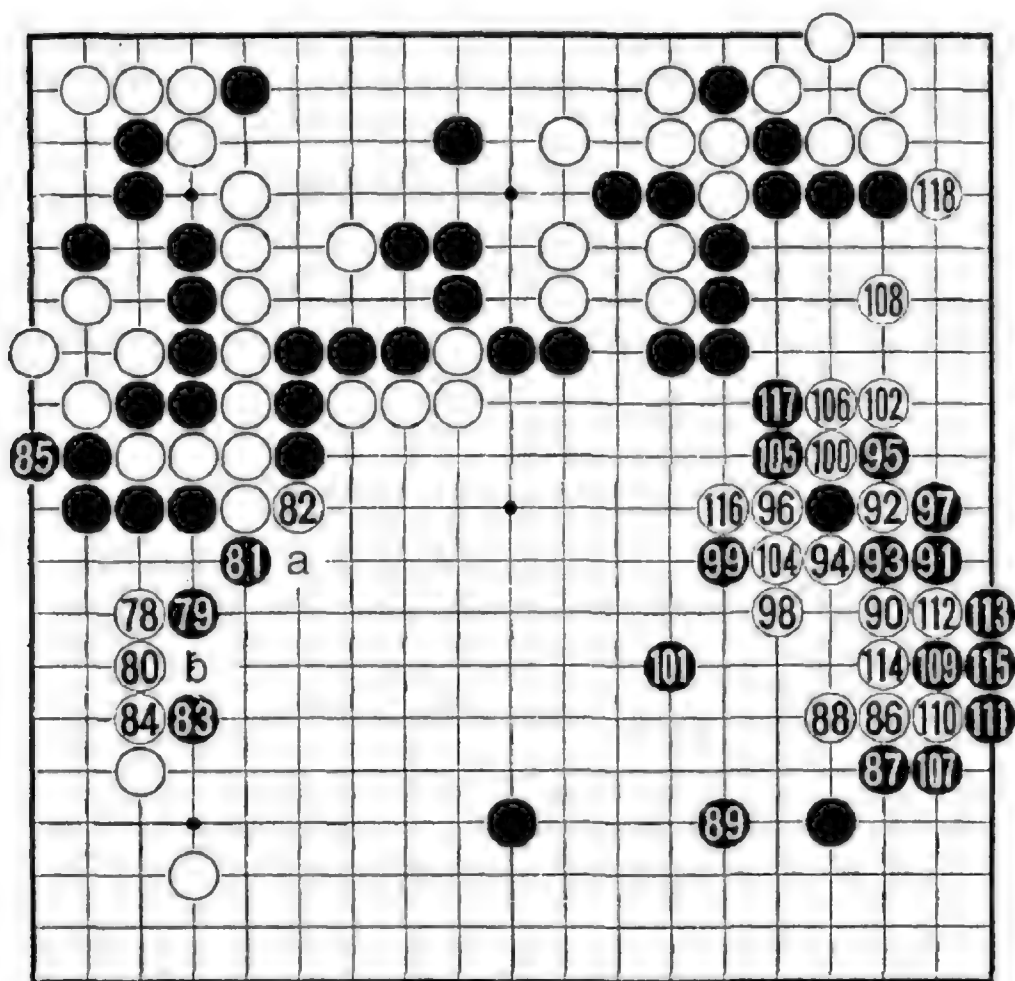
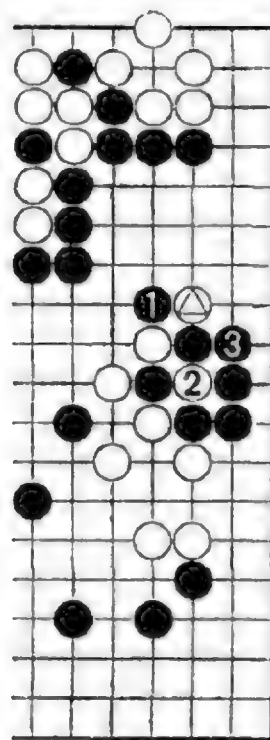


Figure 3 (78 – 118) 103: connects

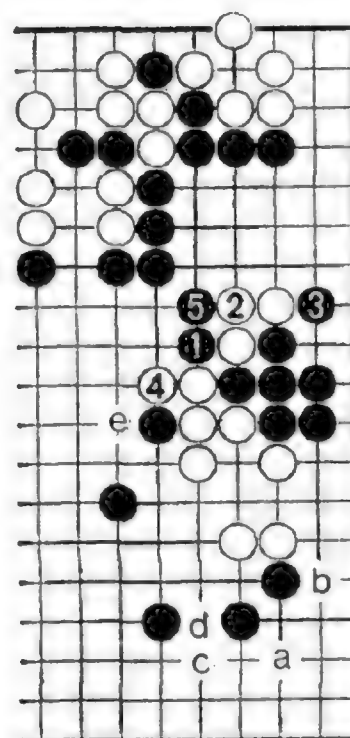
Figure 3 (78 – 118)

White 78 is an attempt to enlarge the scale of the ko at the top left.

White 84 is a slack move. If White plays 1 in Dia. 5, Black has no choice but to connect at 4. In the game Black seizes the opportunity to play 85, so White 1 in Dia. 5 is no longer sente. Since Black is no longer worried about the ko, he does not have to answer White 'a' at 'b'.



Dia. 7



Dia. 8

White 118. When Kato connected up with this move, he felt that he had narrowed the gap a little but that Black still had a secure lead.

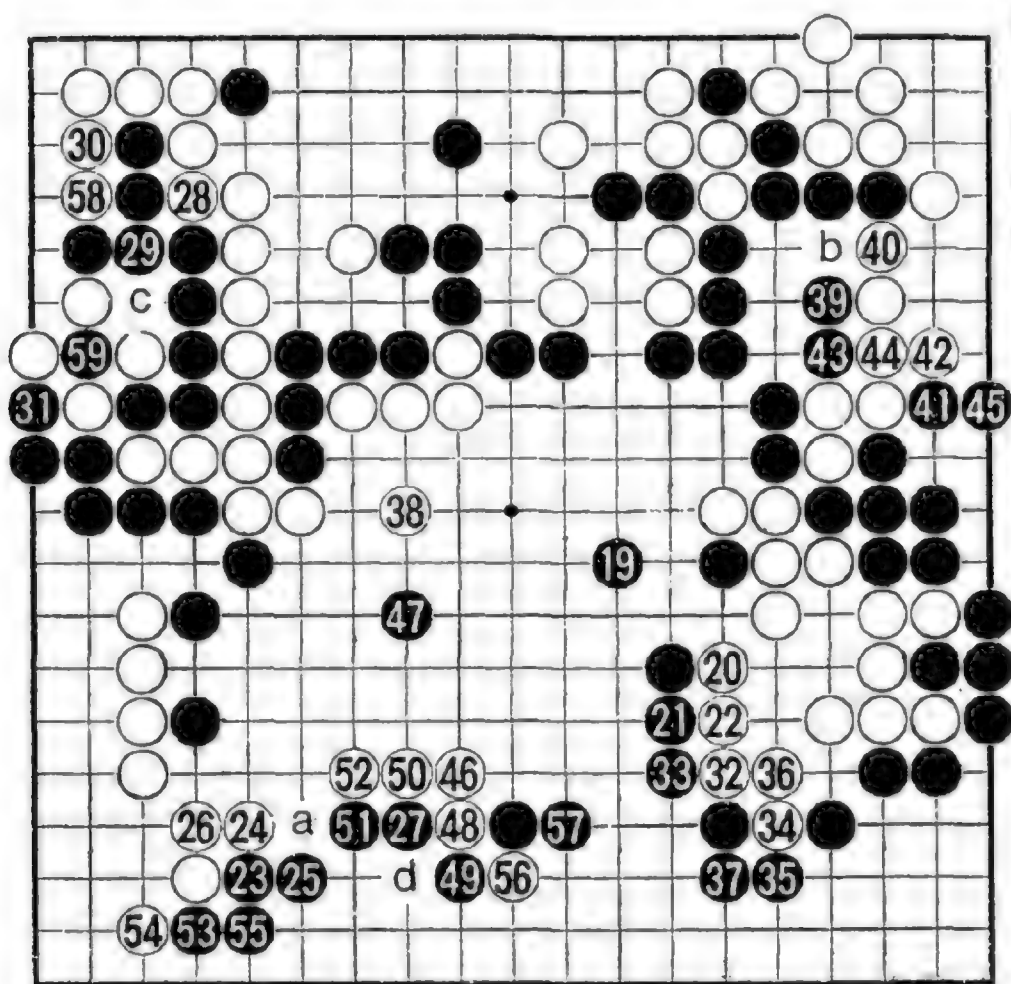


Figure 4 (119 - 159)

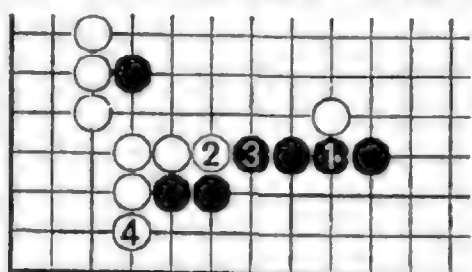
Figure 4 (119 - 159)

White 26 is a patient move. Descending at 53 would take more points, but it would give Black a useful sente move at 'a', so he would probably leave the bottom area and settle the ko. However, Black cannot omit 27 when White makes the solid connection at 26.

Black 45. A large move which also makes Black 'b' sente.

Black 47 throws the game away – the only explanation for this move is temporary insanity. Black should of course docilely connect at 1 in Dia. 9. White can play 2 and 4, but Black could then eliminate the ko (with 'c' in the figure) and would still be in the lead. Black might just as well have passed for all the use that 47 is. White not only depresses Black's position with 48 but also gets a wealth of ko threats here.

Black 57. Connecting at 'd' seems better, but this would make no difference to the outcome.



Dia. 9

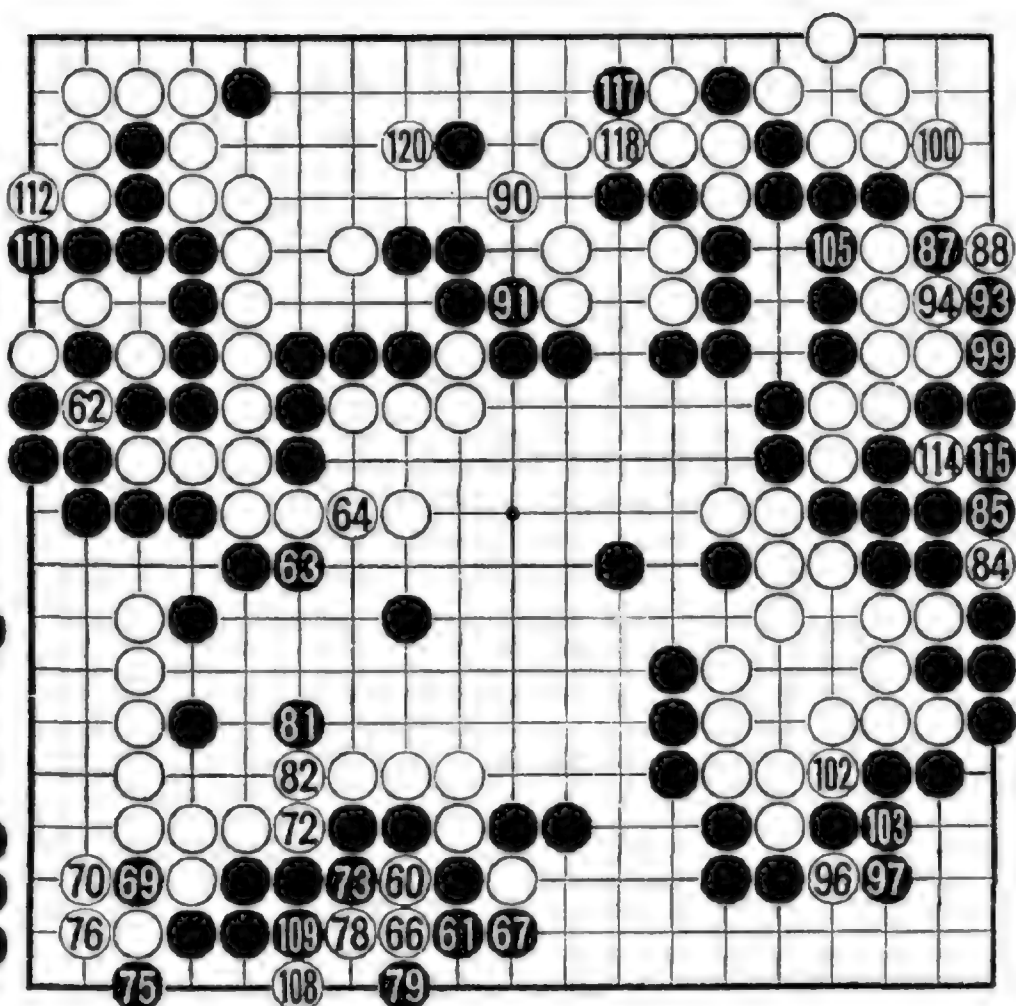


Figure 5 (160 - 220)

ko: 65, 68, 71, 74, 77, 80, 83, 86, 89, 92, 95, 98, 101, 104; 106: connects
ko: 107, 110, 113, 116, 119

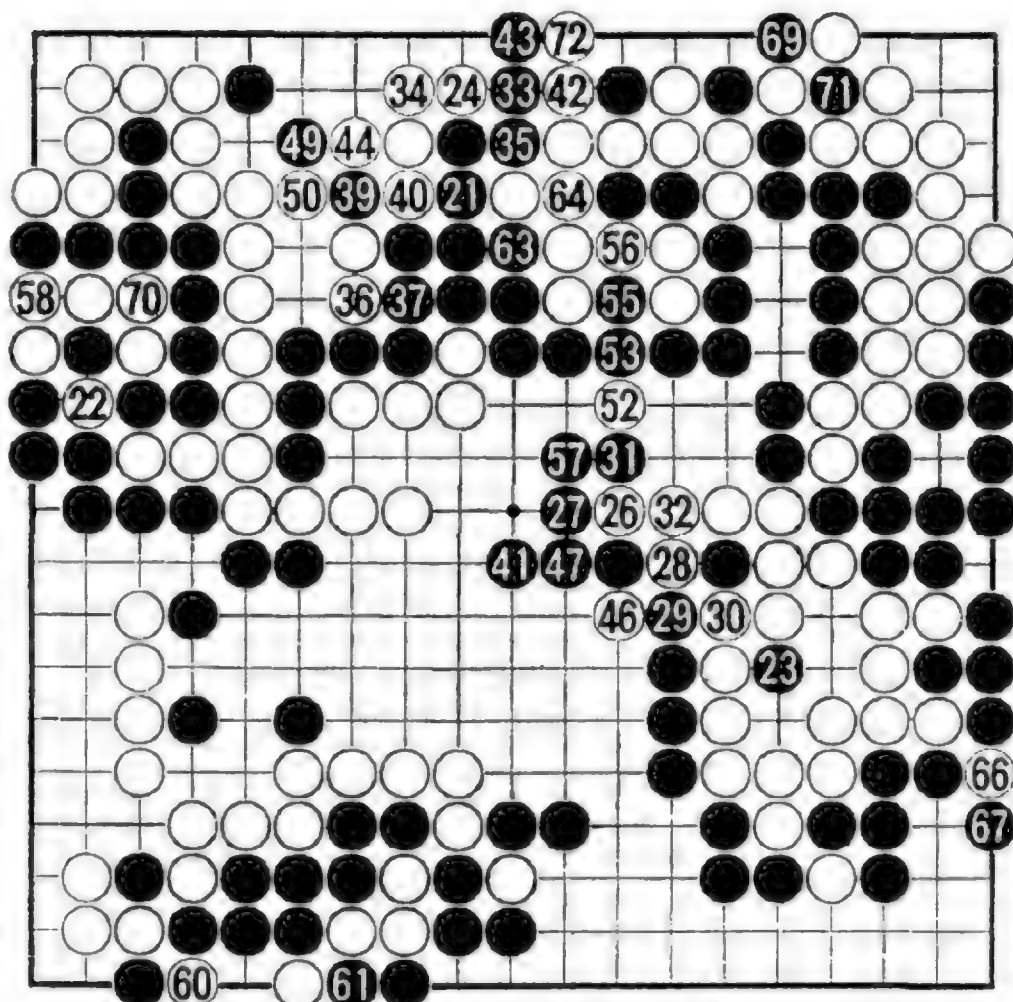


Figure 6 (221 - 272)

ko: 25, 38, 45, 48, 51, 54, 59, 62, 65, 68

Figure 5 (160 - 220), Figure 6 (221 - 272)

The ko fight dragged on for quite some time, but in the end Black ran out of threats – Black 269 was not big enough. Actually, however, Rin had lost after his aberration at 147. He must



Kato and Rin going over the second game. Watching (third from left) is Hisai 9-dan.

have been quite disheartened by this result – in retrospect, it was the turning point of the series.

Black resigns after 272.

Time taken: White: 5 hours 4 minutes

Black: 5 hours 59 minutes

(From a commentary by Kato in the June 'Kido')

GAME THREE

White: Rin Kaiho

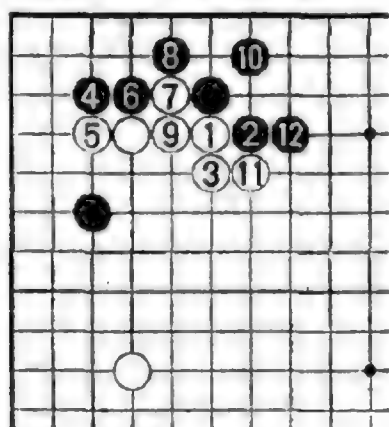
Black: Kato Masao

date: 5th April, 1978

Figure 1 (1 – 23)

Black 1. This must be the first game for quite some time that Kato has begun with the 3-4 point.

White 12. A natural counterattack. The sequence White 21 – Black 'a' – White 'b' –



Dia. 1

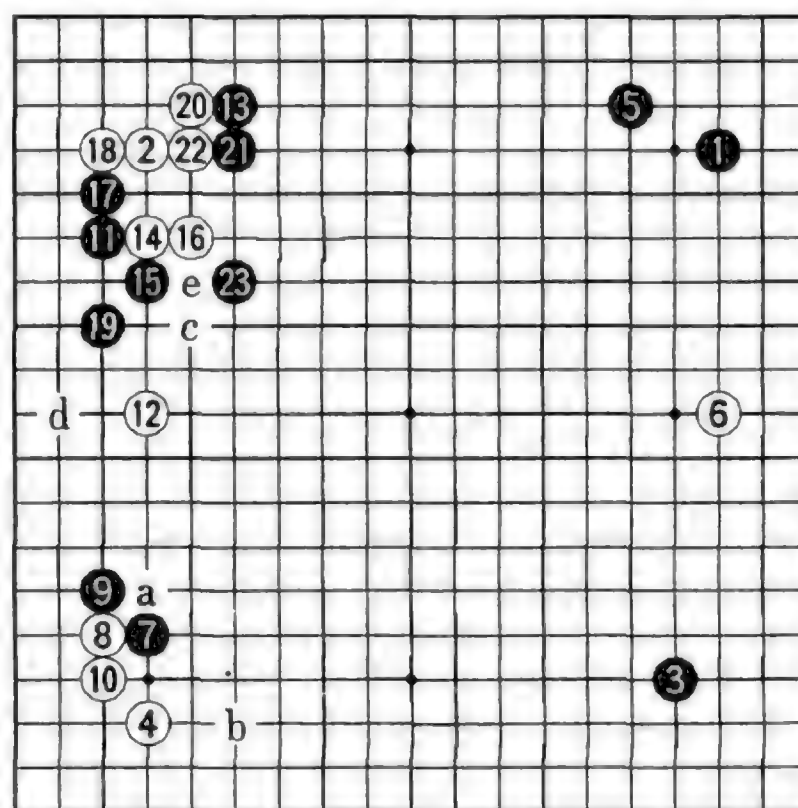


Figure 1 (1 – 23)

Black 12 would be ideal for Black.

White 14. According to the proverb, one should attach on the weaker stone, that is, at 1 in Dia. 1. In this case, however, the sequence to 12 would work beautifully for Black in combination with his top right corner enclosure.

Black 23. Necessary to prevent White from blocking Black in with 'c'. Black could of course slide to 'd', but simply connecting at 'e' would be good for White.

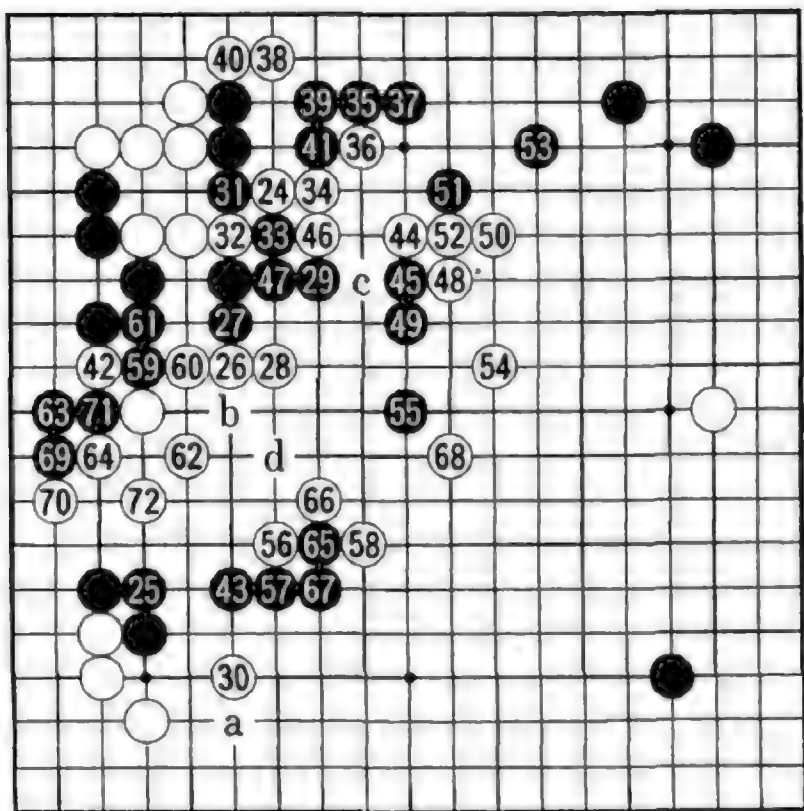


Figure 2 (24 - 72)

Figure 2 (24 - 72)

White 26. If at 'a', Black will cap at 'b'.

Black 31, 33. Cutting like this should be good for Black, but the result was not up to Kato's expectations. The reason is White 36, which is surprisingly effective. Black does not want to answer submissively at 39 with 37 (especially since in this shape Black usually expects to be able to play 40 in sente), but after 37 White smartly picks up points on the side with 38 and 40.

White 44. If omitted, Black can capture the three stones with 45.

Black 49. Connecting at 'c' is also correct shape, but White makes equally good shape with 51, so it is hard to say which is better.

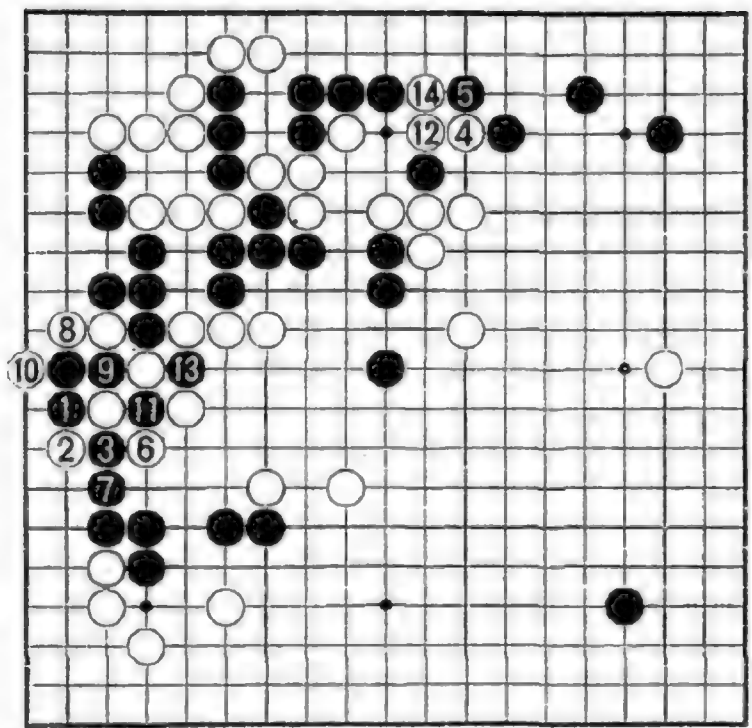
White 56 is severe. Ever since 42, White has been manoeuvring for a double attack on Black's two groups.

Black 59 is well-timed. If White managed to play 61 before 59, Black would be on the spot for eye-space.

White 62. If at 63 instead, Black splits White into two with Black 62 - White connects - Black 'd'.

Black 65. Kato also considered playing 1 and 3 in Dia. 2. White will probably play 4 to create ko threats, then start a ko with 6 and 8. A trade could be expected with 11 to 14. In retrospect, Kato feels that this might be a reasonable result, but at the time he was not confident.

Black ensures life with 69 and 71. At this point the position is equal.



Dia. 2

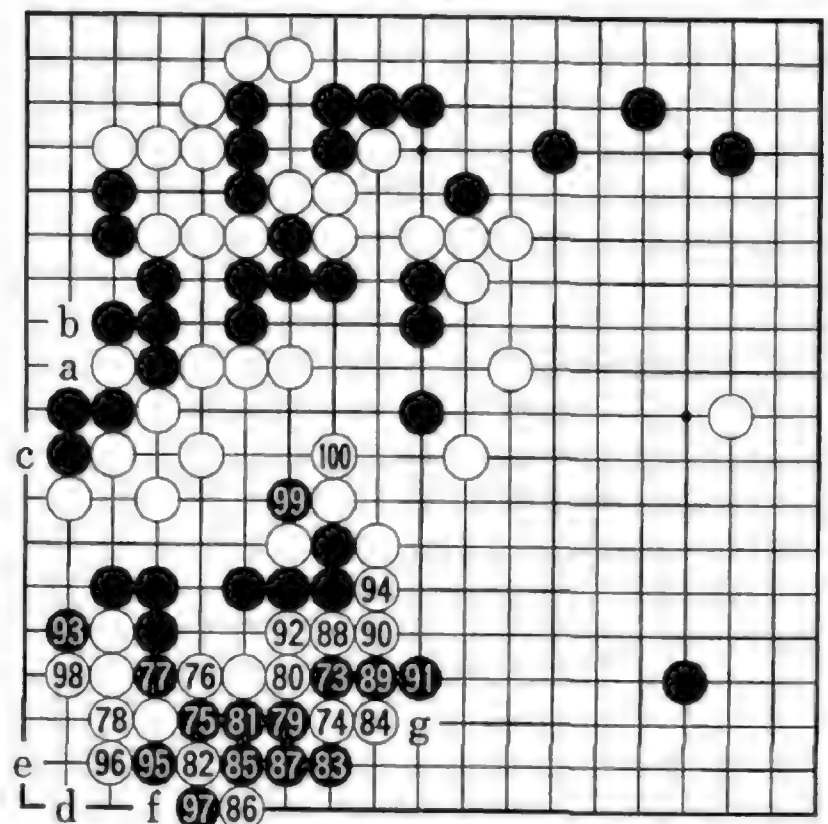


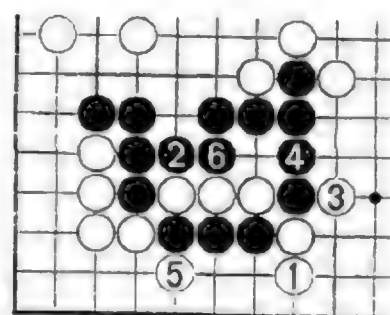
Figure 3 (73 - 100)

Figure 3 (73 - 100)

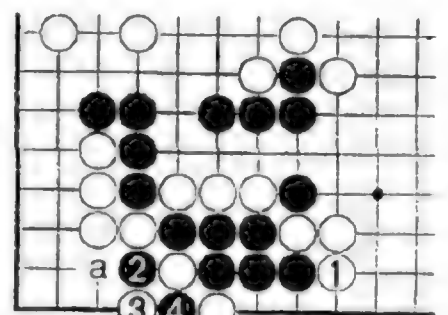
White 74. This move leads to an early climax for the game. The safety-first answer is 79, but this would obviously be too submissive.

Black 75 starts a life-and-death struggle. Simply blocking at 84 would be too tame.

White 82 is the strongest move. The safety-first move is White 1 in Dia. 3. White crosses under at the cost of three stones.



Dia. 3



Dia. 4

White 88. If at 1 in Dia. 4, a ko follows with 2 to 4. However, White's only ko threat is at 'a' in the figure (Black answers at 'b' and can then ignore 'c'), while Black can extend at 'a' in the diagram as a threat, so White cannot win this fight.

White 98 is the losing move — Rin must have made a mistake in his analysis here. It would be better to play at 'd'. Black will play 98 to prevent White from living with 'e', so White can then start a ko with 'f'. It is not possible to say who will win the fight, since the position with ko threats is very complicated, but at least this would be better for White than what happened in the game. Before starting the ko with 'f', White might well enlarge the scope of the fight by extending at 'g'.

Black 99 is an excellent move. White would like to prevent Black from getting an eye here by playing at 1 in Dia. 5. However, Black responds with 2, then ignores 3 to take the corner with 4. When White attacks with 5 and 7, Black easily escapes with 8 and 10. This result makes White 1 into a bad move.

White has no choice but to play 100, but the option of making an eye in gote here helps Black a lot in the fight with White's corner group.

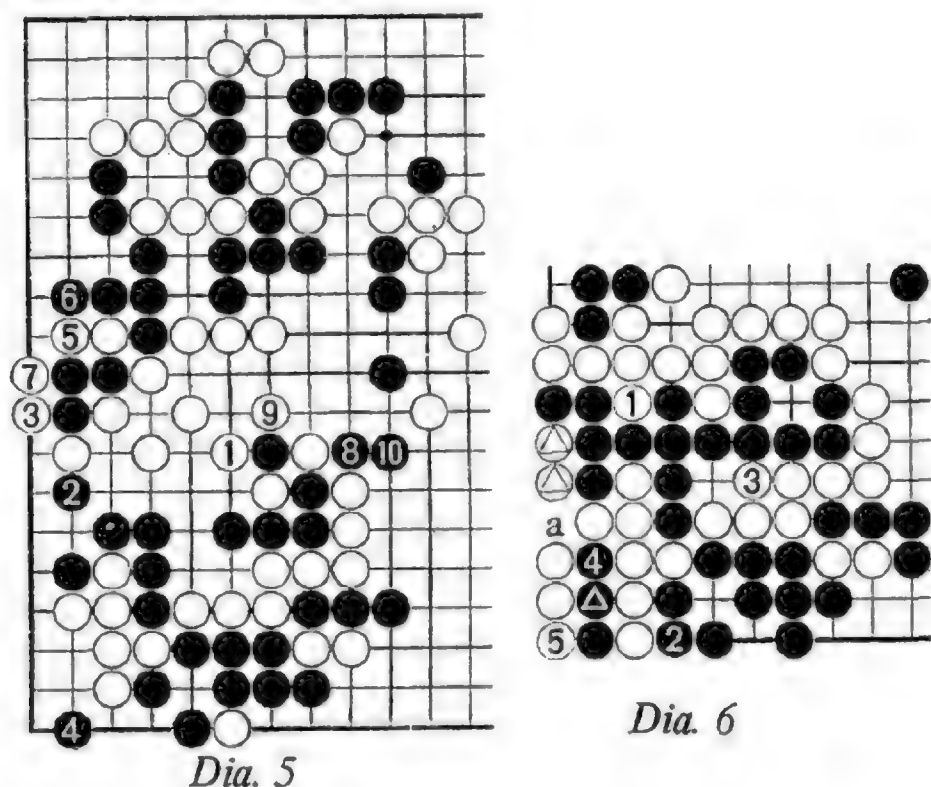


Figure 4 (101 – 125)

Black 5. This hane is the vital point. Black now has time to capture at 7. In the fight that follows, the key for Black is to refrain from capturing 8 and 18. After 25 the result in the corner is a seki, but Black has taken so much profit on the bottom side that White resigns.

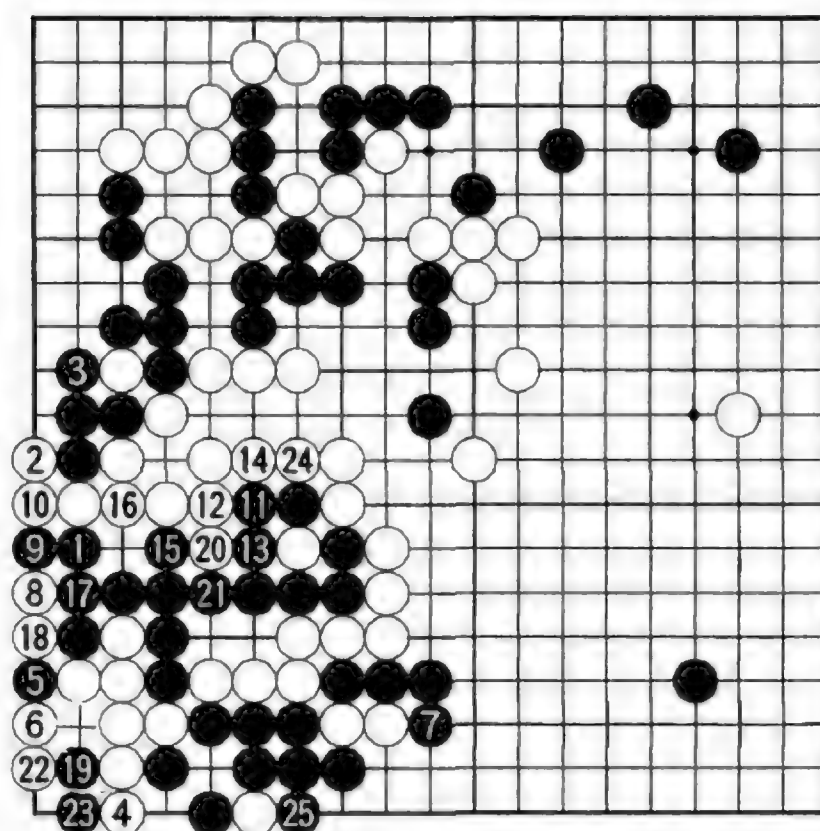


Figure 4 (101 – 125)

Dia. 6 shows the continuation after 25. Instead of capturing at 'a', Black gives atari at 4, then plays in at ▲ after White 5, thus getting a seki. If at any stage Black takes the two △ stones with 'a', White will win the fight by one move.

Black wins by resignation after 125.

Time taken: White: 5 hours 58 minutes

Black: 3 hours 45 minutes

(From a commentary by Kato in the June 'Kido')

GAME FOUR

White: Kato Masao

Black: Rin Kaiho

date: 19th April, 1978

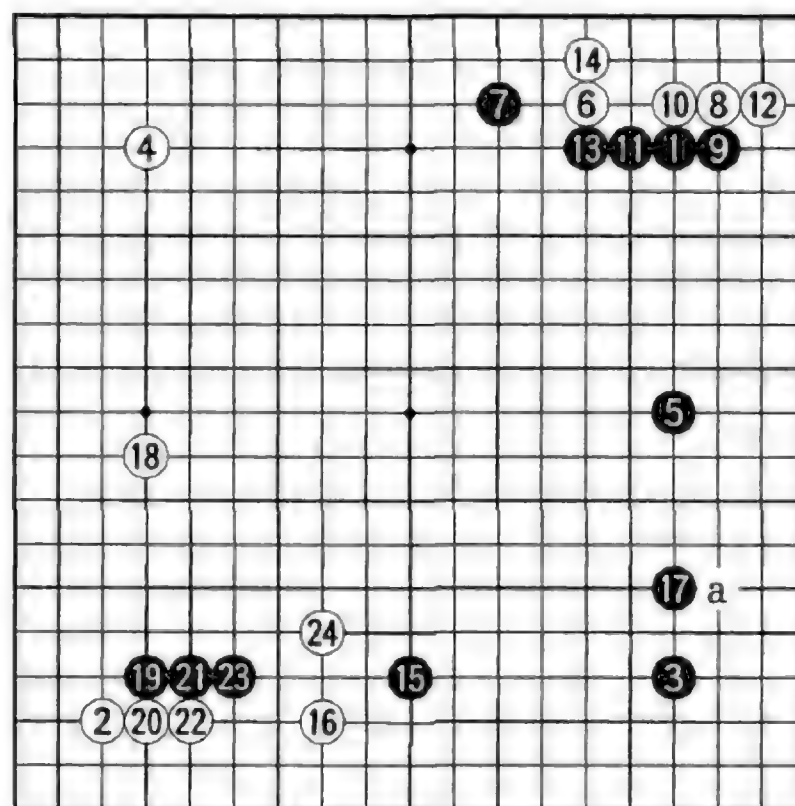


Figure 1 (1 – 24)

Figure 1 (1 – 24)

Black 1, 3, 5. The third appearance of the sanren-sei pattern in this series.

White 16. Since Black gets a good moyo with 17, 16 at 'a' is also worth considering.

White 24. This counterattack is natural. White must not let Black connect up here.

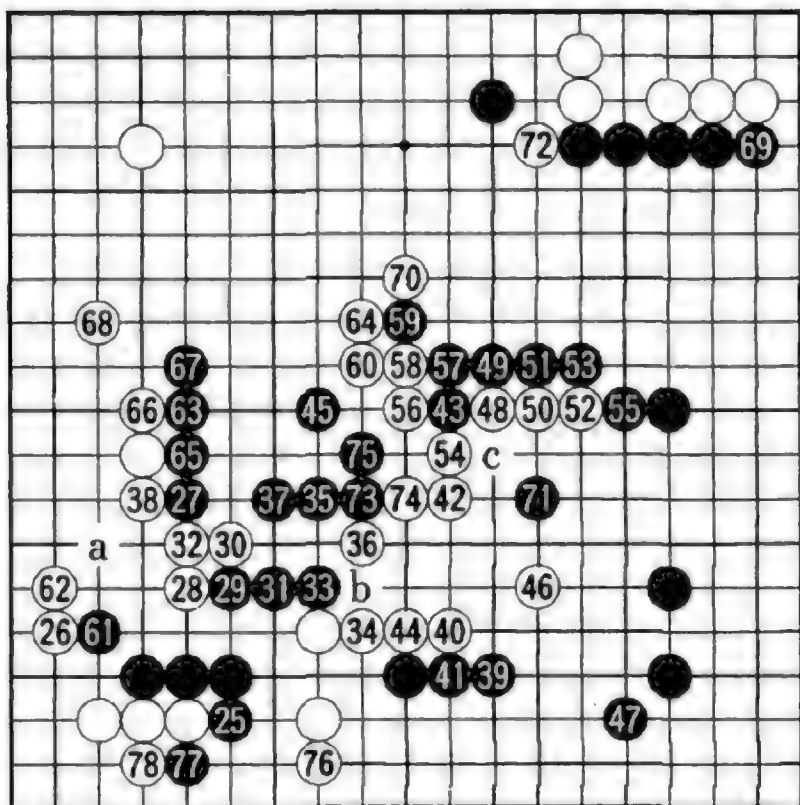


Figure 2 (25 – 78)

Figure 2 (25 – 78)

White 28. White 'a' is correct shape for defending the left side, but this is too passive. White 'b' would be the move for reinforcing the two stones here, but this has no effect on Black. White therefore attacks aggressively at 28. The ensuing sequence to 35 is forced.

White 36. White hopes to induce Black 'b' – White 44, but Black answers patiently at 37.

Black 43. A good attacking move, making full use of Black's strength at the top. White comes under quite a lot of pressure in the fighting that follows.

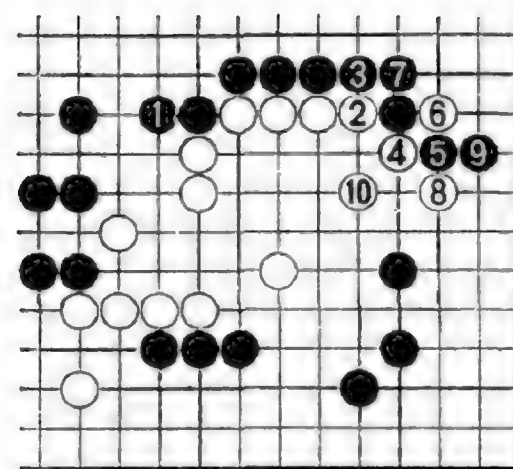
Black 51. If Black plays at 54, White answers at 'c' and actually has an easier time making shape.

Black 55. Permitting White to move out into the centre with 56 etc. endangers Black's other group, but if Black plays at 1 in Dia. 1, White effectively reduces Black's side area with 2 to 10.

Black 61. A probe before reinforcing at 63.

Black 69 is the largest point on the board, but one cannot help feeling that Black is leaving the scene of the action.

Black 71. Black's aim is to attack White's eye-space while also helping his own by making



Dia. 1

73 and 75 sente. However, White jumps at this opportunity to seize the initiative by making the hane at 72. He then refuses to connect in answer to 75, descending to 76 instead. This move threatens to cross under at the bottom and also eliminates the eye in gote Black could have made by attaching at 76.

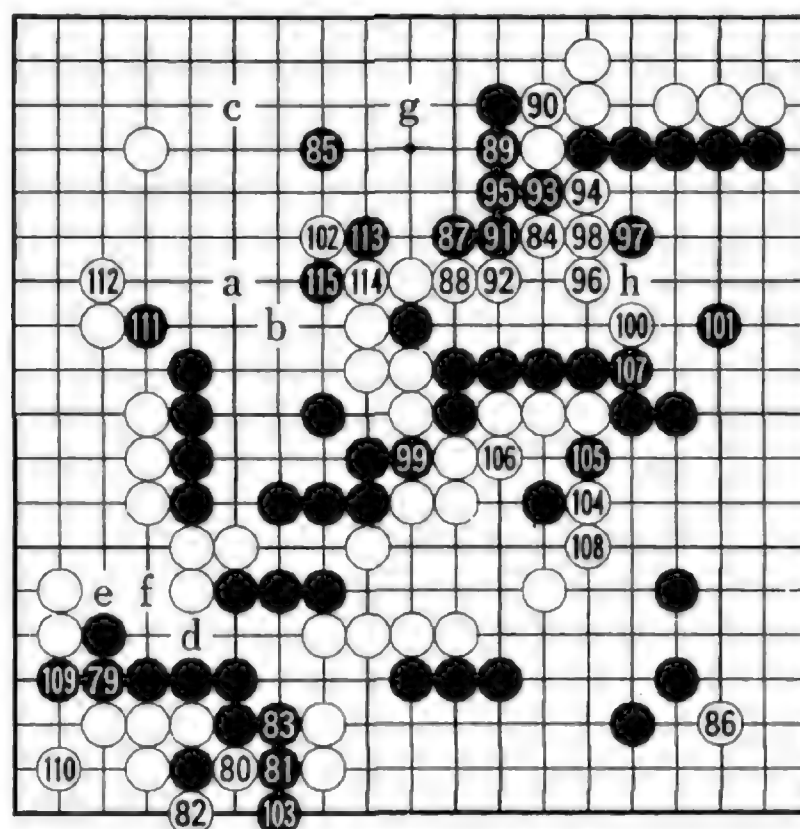


Figure 3 (79 – 115)

Figure 3 (79 – 115)

Black 79. A surprising move – the players following the game had expected 'a' or 'b' or even 'c'. The aim of 79 is to induce 80 to 83, so that White 'd' will not be sente. Black is then left with the option of making an eye by forcing with 'e' and 'f'. After the game Rin agreed that reinforcing at 'b' would have been better.

White 84 is an excellent move – at this point White seems to have taken over the lead. However, he promptly spoils things by making a completely mistimed probing invasion at 86. Instead of 86, White should play at 89. If Black defends at 96, White can continue with 'g'.

Black counterattacks with 87, severing White's

connection at the top in the forced sequence to 98.

Black 99. Black has been aiming at this cut for some time, but it is premature. Simply defending at 'h' would give Black a definite lead and would make 99 a real threat.

White 100. Compared to Black 'h', this forcing move reduces Black's area by seven points. Moreover, when Black plays 103, White is able to live with 104 to 108, as 106 is sente. This result turns Black 99 into a wasted move. Rin also commented that at the least he should have played 103 at 106, forcing White to play 103.

Black's position has suffered considerable damage, but Rin pins all his hopes on a violent attack with 113 and 115. This sudden onslaught took even Kato by surprise.

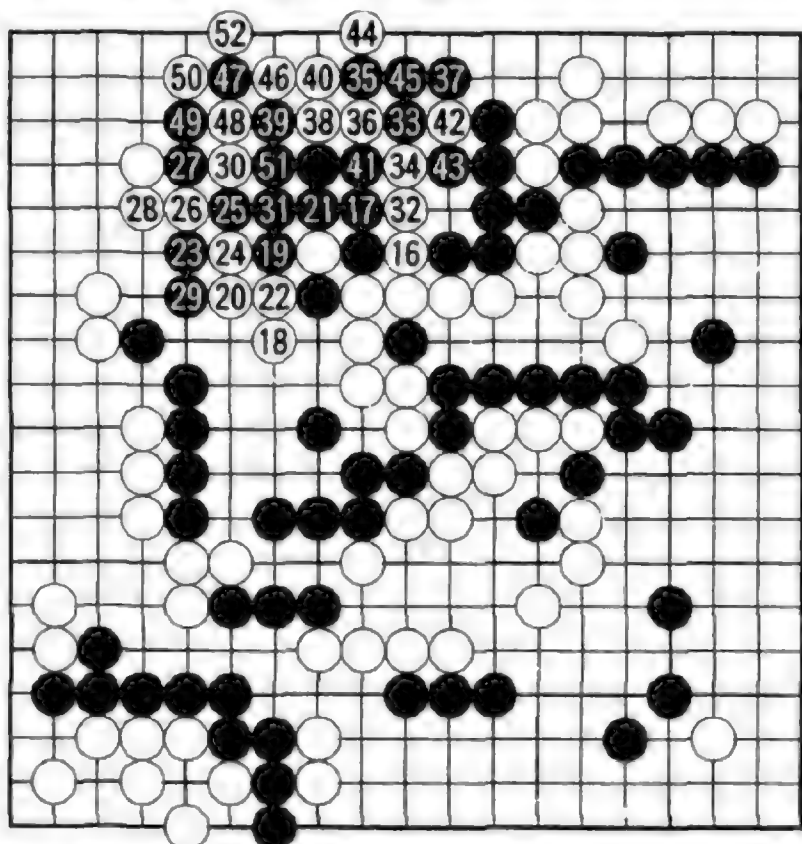
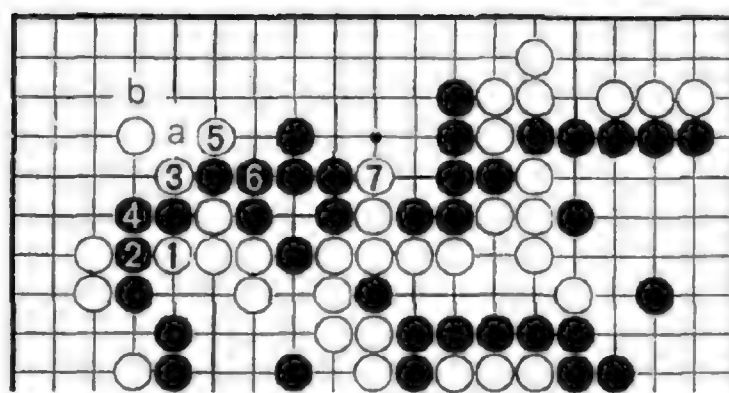


Figure 4 (116 - 152)

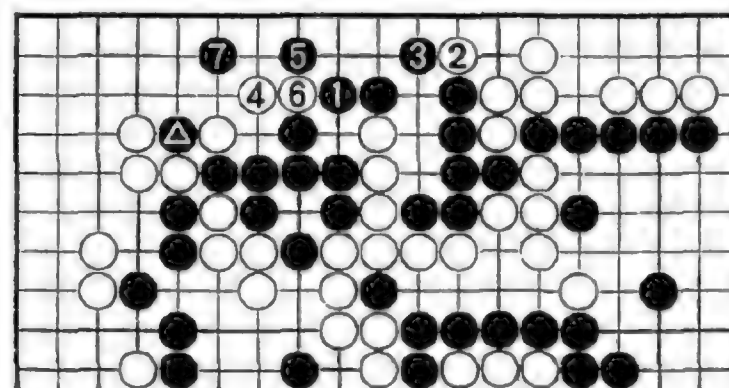
White 26 is a mistake. White should play at 1 in Dia. 2. If Black 2, White plays 3 to 7 and wins the fight by one move (the absence of Black 27 in the figure makes a big difference). Since Black cannot answer at 2, he will switch to Black 'a'—White 2—Black 'b'. He should keep sente in this attack, thus enabling him to switch next to the bottom right corner.

Kato's mistake with 26 shows that he must have been considerably jolted by Rin's fierce attack, but Rin returned the favour by making a mistake himself. The culprit is Black 35 — the game would have been over if Black had simply pulled back at 1 in Dia. 3. Black 5 and 7 are a clever combination which utilises the aji of the ▲ stone, enabling Black to win the capturing race.

Rin was almost out of time when he played



Dia. 2



Dia. 3

35. Apparently he thought that this was the safest way to play, but ironically it turned out to be the losing move.

White 36. White is able to cross under thanks to 35 and force an exchange which settles the game in his favour.

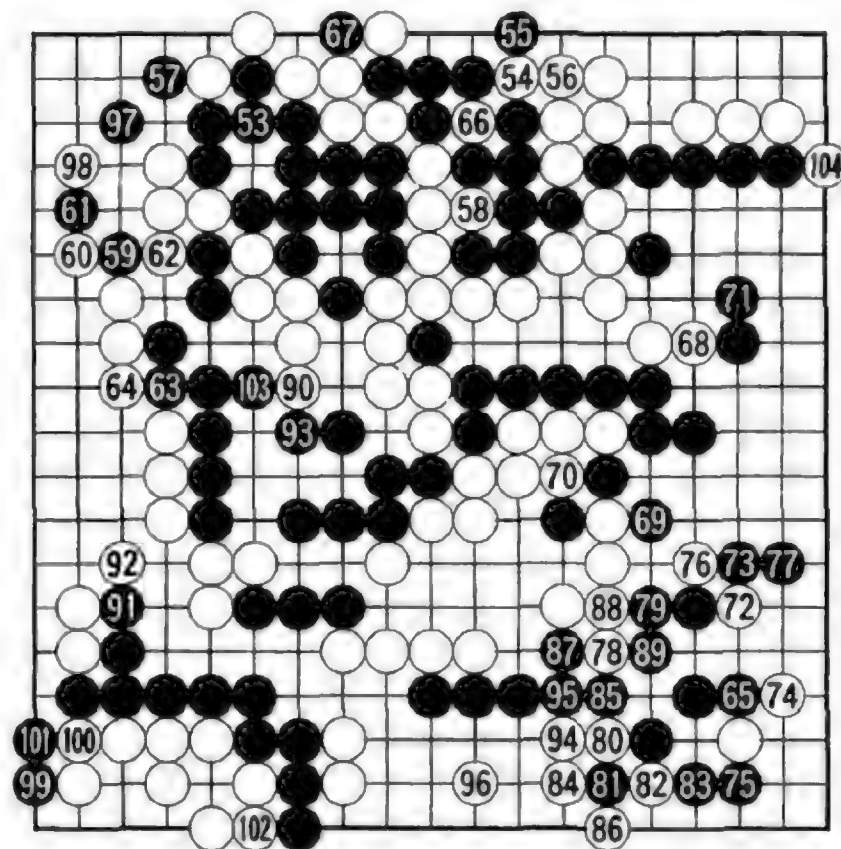


Figure 5 (153 - 204)

Figure 5 (153 - 204)

Eighty moves later Black finally answers White's invasion in the bottom right corner with 65. The game is close enough to count, but Kato has plenty of time left. The slight reduction in Black's territory made by the carefully thought out sequence from 72 clinches victory.

Figure 6 (205 – 270) Black 35. If at 36, Black would only lose by half a point, but there is no way that he can win.

White wins by 1½ points.
Time taken. White: 5 hours 53 minutes
Black: 5 hours 59 minutes



Kato receiving the Judan title at a ceremony held on the 22nd May. His promotion to 9-dan was also announced at this function.

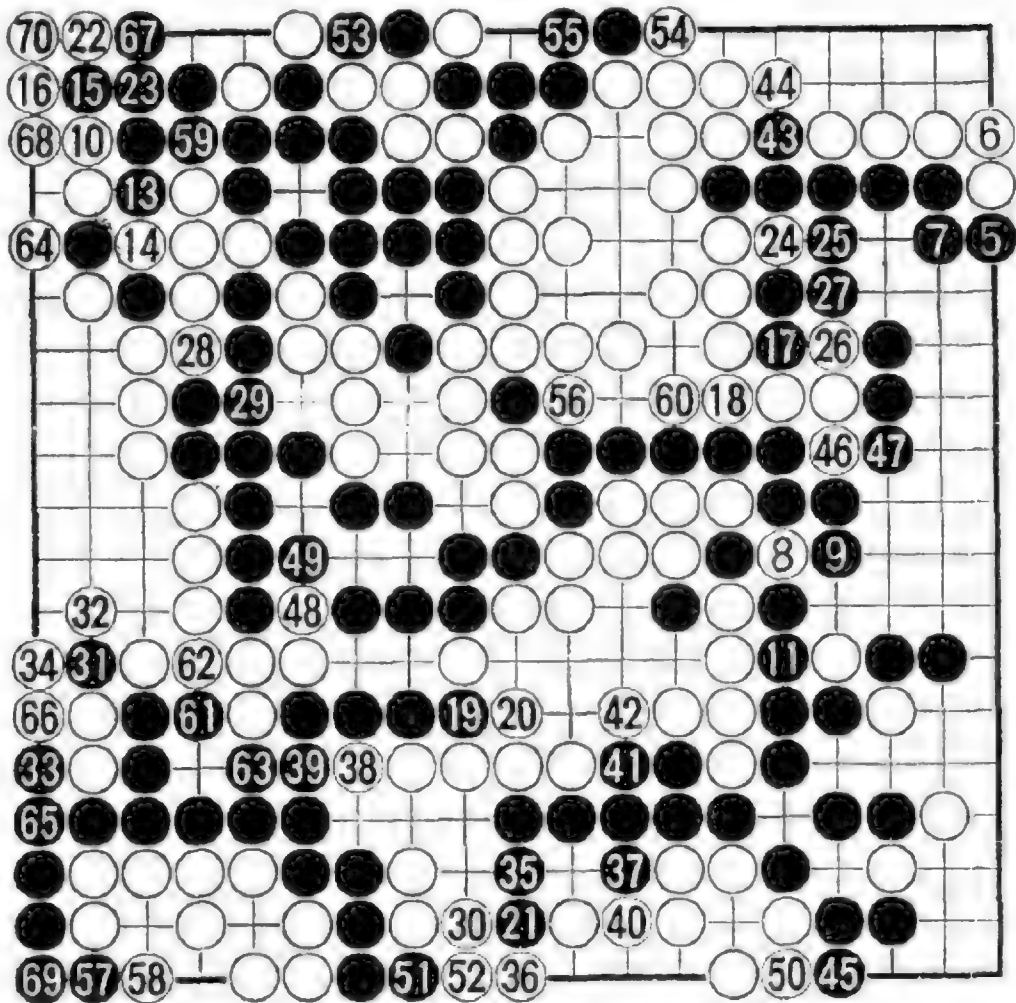


Figure 6 (205 – 270)
12: connects (left of 8)



The moment of victory – Kato's third Judan title. Watching at the back right is Abe Yoshiteru 8-dan, the official referee for the 4th game.

First Wins for Wimmer and Kerwin

In spring this year two westerners began careers as professional Go players — Manfred Wimmer at the Kansai Ki-in in Osaka and James Kerwin at the Nihon Ki-in in Tokyo. 'Go World' presents their first victories in the arena of professional Go.

Wimmer v. Sato

White: Manfred Wimmer 1-dan

Black: Sato Akira 1-dan

no komi; time: 5 hours each

date: 22nd March, 1978

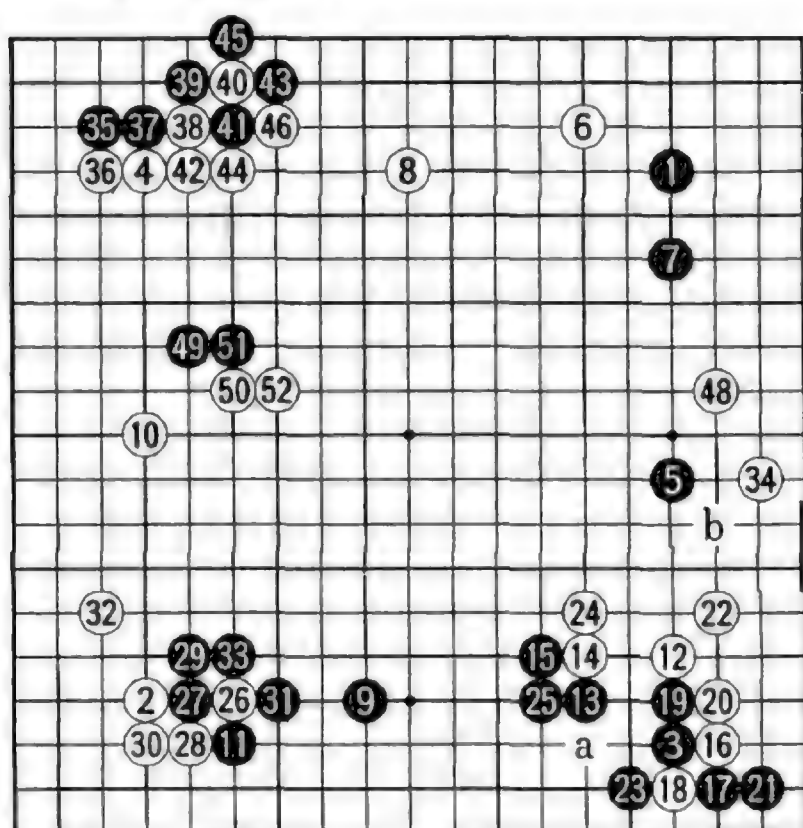


Figure 1 (1 - 52) 47: connects

Figure 1 (1 - 52)

This was Wimmer's first game in the Kansai Ki-in oteai (rating tournament). His record to date is three wins, two losses and one jigo (with White), which is quite a satisfactory start.

White 10. The usual move is at 11, but Wimmer is fond of sanren-sei.

Black 23. Perhaps 'a' is preferable, as White 24 is now sente. Black's position after 25 seems a little over-concentrated.

Black 33 is over-cautious. He should attack White by playing at 'b' on the right.

White 48. This point and 52 are more or less miai — it is hard to choose between them.

Figure 2 (53 - 91)

White 60 is a bit of an overplay. White should perhaps be content with the sequence White 62 — Black 65 — White 61 — Black 60 — White

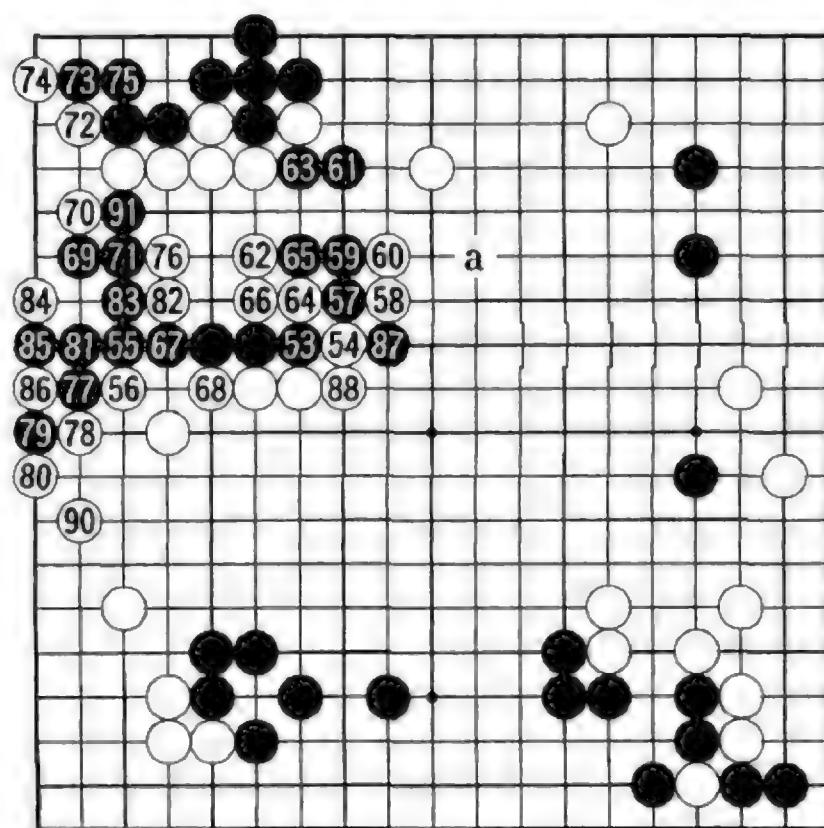


Figure 2 (53 - 91) 89: ko

87 — Black 'a'.

Black 63 is dubious — simply playing 65s preferable.

Black 79. Presumably Black intends to ply a ko if White cuts at 81, but all the same simply connecting at 81 with 79 is better, as it would ensure Black of a sente seki at least.

Black 85 is a blunder — he should play on the other side of 84.

Figure 3 (92 - 140)

White 92. White was under the illusion here that if he made an eye in the centre, the capturing race would end in a double ko favourable for

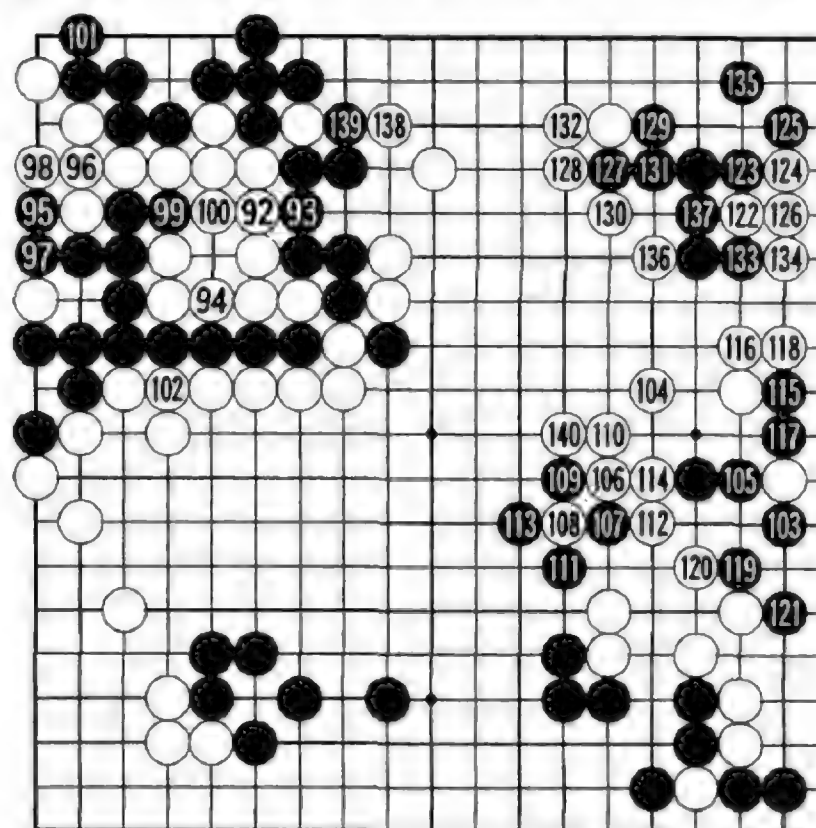
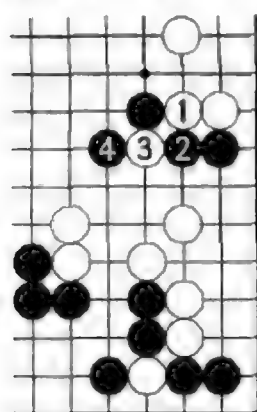


Figure 3 (92 - 140)

him. In fact, he should have immediately pulled out his stone by playing at 97, as this would have given him a favourable approach-move-ko. Sato commented that he would have resigned there and then if White had played 97.

White 102. At this point White realised that not a double ko but a real ko was looming up. White could not afford to lose the ko, but Black could wait until he had created ko threats elsewhere before starting it.



The aim of Black 103 is to create such ko threats. Normally White could safely answer with 1 and 3 in Dia. 1, but in this game Black would start the ko fight in the top left, then use 4 as a ko threat.

White counters 103 by jumping out at 104. His strategy is to prevent Black from creating any large ko threats. This burden of the ko enables Black to secure a handy life beneath White's group.

White 122. White would be better advised to finish off the ko. The same comment applies to 140.

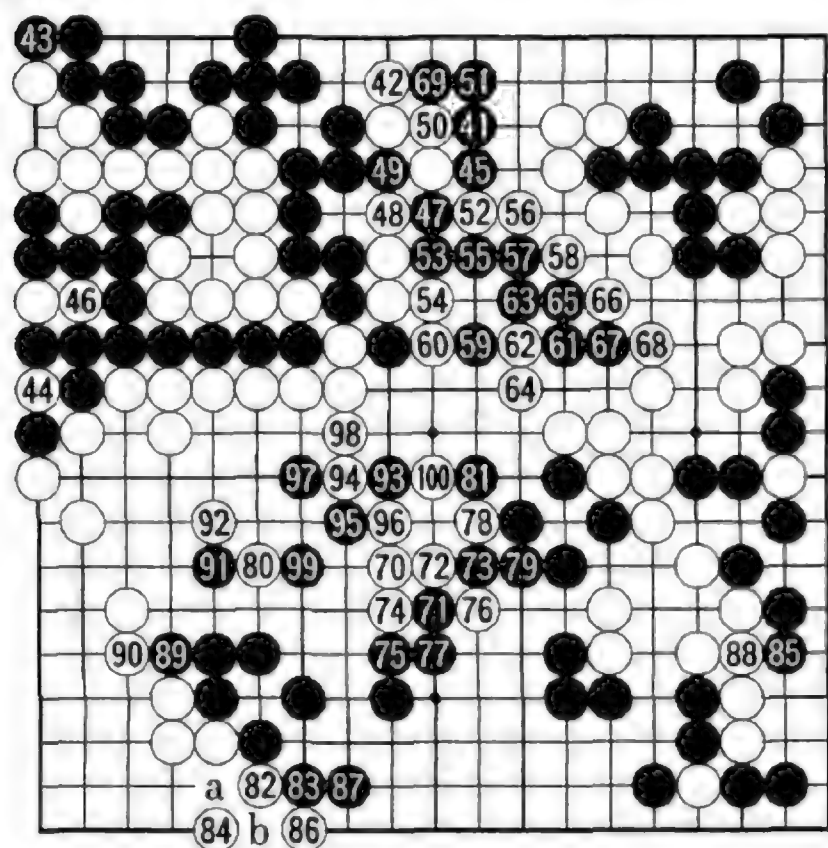


Figure 4 (141 - 200)

Figure 4 (141 - 200)

Black finally runs out of patience and starts the ko with 43. White has to ignore his ko threat.

Black 61 should be the solid bamboo-joint at 62. White manages to end up with sente and so takes the last large point, at 70, thus keeping a slight lead.

White 80 throws the issue into doubt again. Playing at 81 instead would have wrapped

up the game.

White 82. The correct sequence is White 'a', Black 82, White 'b', Black 86, White 84, Black 83.

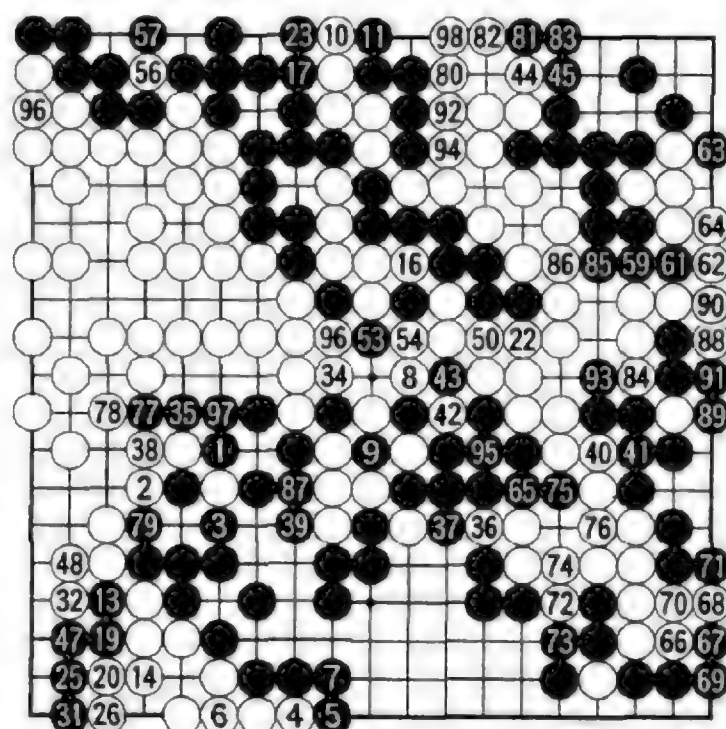


Figure 5 (201 - 298) ko: 12, 15, 18, 21, 24, 27, 28: throws in; 29: takes; ko: 30, 33, 46 (at 42), 49; 51: connects; ko: 52, 55, 58; 60: takes 2 stones

Figure 5 (201 - 298)

At the end of the game Black overlooked the sente move at 294, which would have got him a jigo at least. White was able to ignore the threat of ko at 298 until the last move and thus won by one point.

(Adapted from a commentary by Manfred Wimmer)

Kerwin v. Ando

White: Ando Akio 2-dan

Black: James Kerwin 1-dan

no komi; time: 6 hours each

date: 31st May, 1978

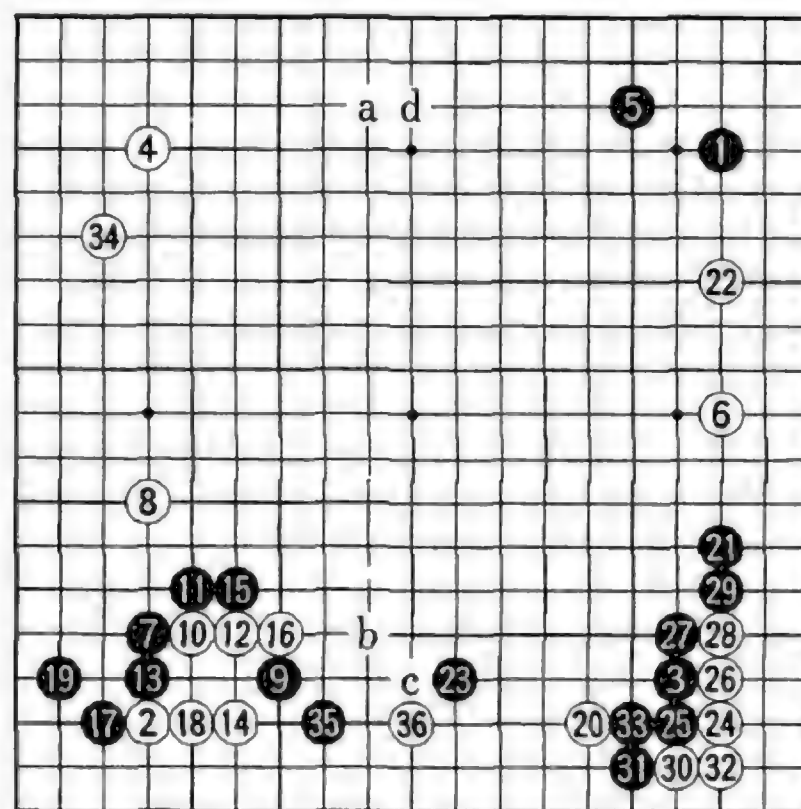


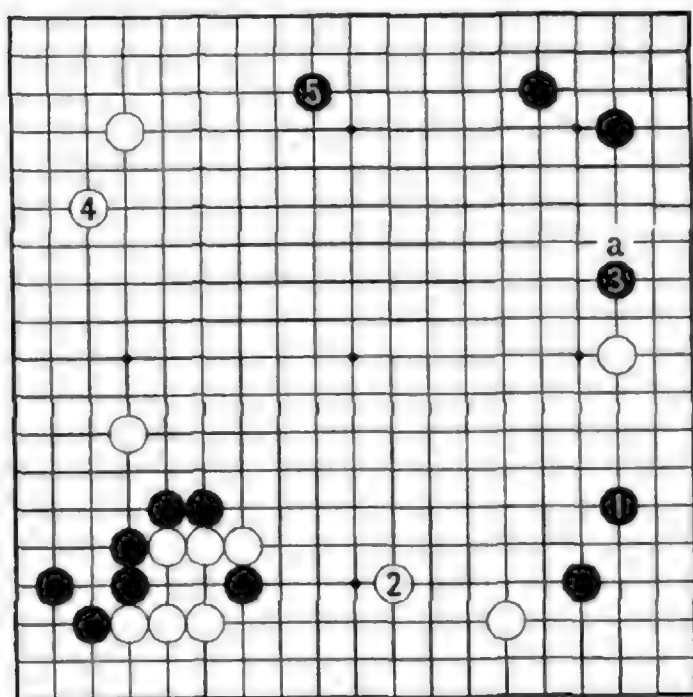
Figure 1 (1 - 36)

Figure 1 (1 – 36)

James Kerwin had a tough start, with losses against Shoji 2-dan and Nobuta 3-dan, but he came good in this, his third game in the Nihon Ki-in oteai.

White 20. White is overreaching himself – the proper move is the conservative extension to 23. Invading at 23 makes the game easy for Black.

Black 21. Choosing between 21 and 29 is difficult. If Black plays at 1 in Dia. 1, the sequence to 5 is probably the correct continuation. If White plays at 'a' instead of 2, Black of course wastes no time invading at 2.



Dia. 1

Black 35 is aggressive. Playing at 'a', the last large fuseki point (oba), would give a more leisurely game.

White 36 is even more aggressive, but it is clearly an overplay. In fact, it is the losing move for White. Quietly jumping to 'b' is correct here. Black will defend at 'c', so White could then switch to 'd' at the top.

Figure 2 (37 – 82)

Black 37 is an unyielding response to the invasion. Playing at 50 is another possibility.

Black 39. The strongest move, though Black had some doubts about making bad shape like this.

White struggles on with 40 etc., but having to look after two weak groups is too much of a burden. White cannot omit 52 and 56, so Black secures the capture of the intruders with 57 and 59. The game is already won.

Black 61. Black is concerned about the aji of White playing 'a' in sente later.

White 76 – Black 77. A bad exchange for White – 76 is better left unplayed.

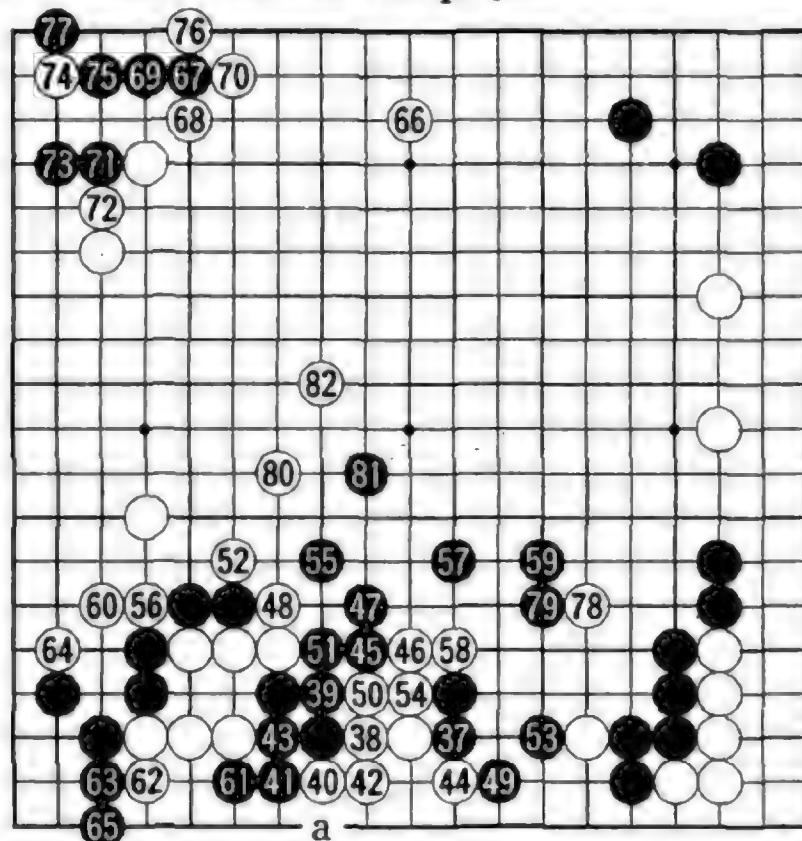


Figure 2 (37 – 82)

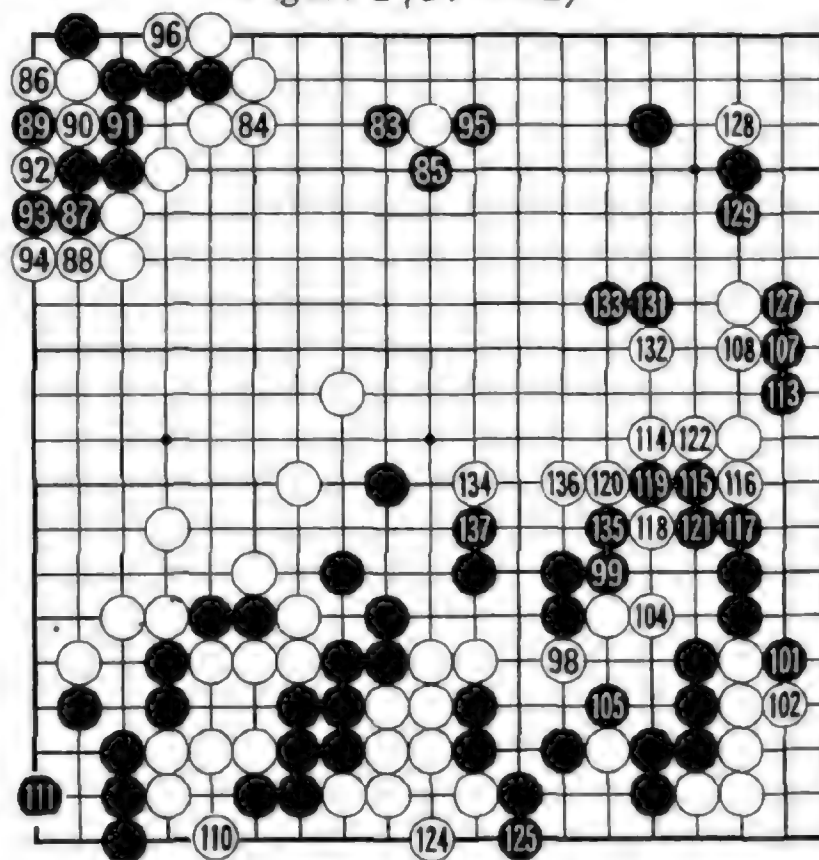


Figure 3 (83 – 137)

ko: 97, 100, 103, 106, 109, 112, 123, 126

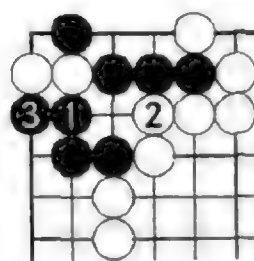
130: at 89

Figure 3 (83 – 137)

Black 83, 85. A decisive combination, foiling White's strategy of trying to make a large territory on the left side. White cannot resist 83 because of the cutting point at 84.

Black 89. An unaccountable lapse. Black could ensure himself of two eyes with 1 in Dia. 2.

White 94. This time White goes wrong – he should play at 96 immediately, threatening to kill



Dia. 2

Continued on page 44

How to Improve at Fuseki (4)

Kato Honinbo

The 3-4 Point Fuseki (ii)

The Shusaku Fuseki

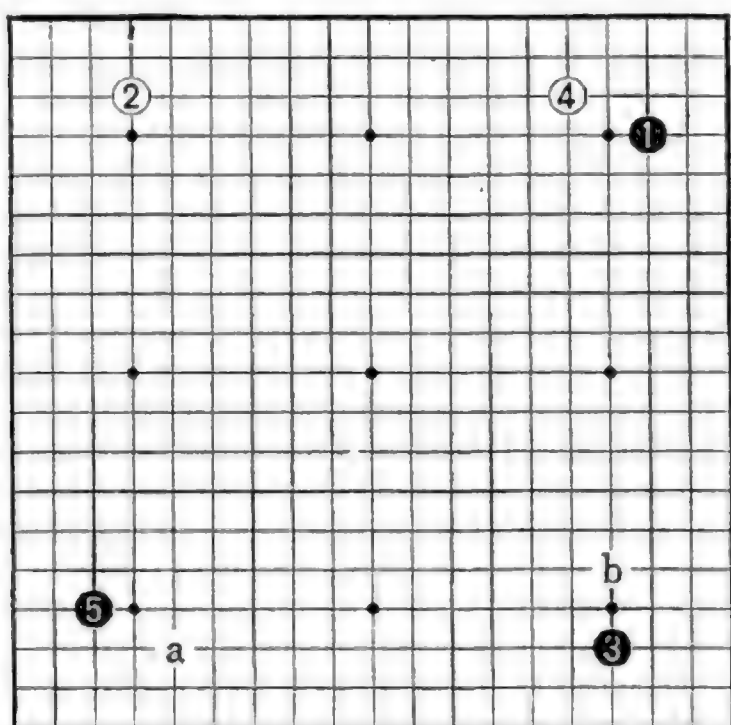
During my 3- to 7-dan period, I devoted myself to the 3-4 point (komoku) fuseki. I almost never played the 3-5 point (moku-hazushi) or the 5-4 point (takamoku), and only rarely played the star-point. It was like my attachment to the Chinese-style fuseki nowadays. Sometimes even I am amazed at my own single-mindedness.

In particular, I was fond of the Shusaku-style fuseki, an invention of the Edo period genius Kuwahara Shusaku (1829-62), the heir to the 14th Honinbo Shuwa. His fuseki pattern is regarded as the foundation of modern fuseki theory.

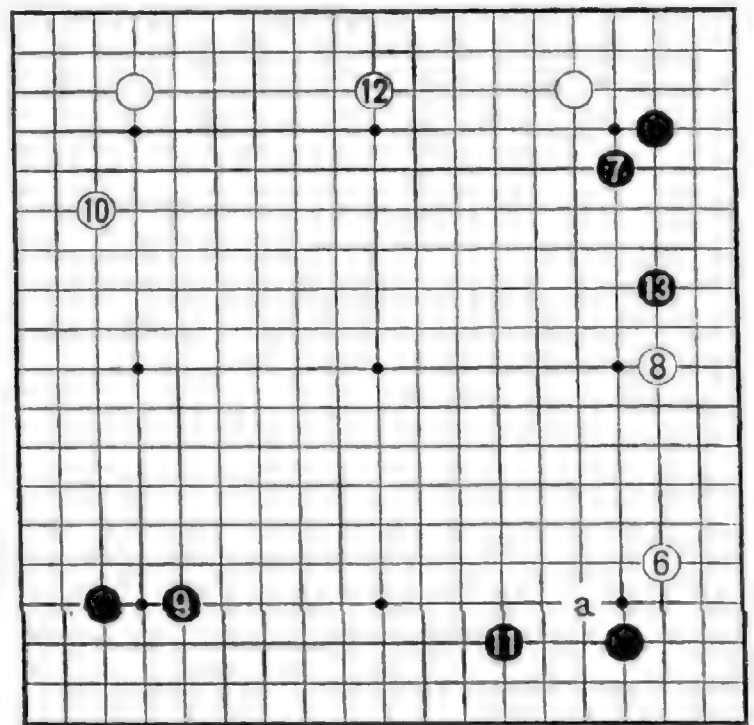
The classical Shusaku-style

Shusaku invented his new fuseki pattern in the mid-1840's, when he was 3- or 4-dan. Thereafter it became the leading fuseki pattern of the Meiji (1868-1912) and Taisho (1912-26) periods and is still played today. However, the postwar advent of komi Go has led to major changes in this pattern.

Dia. 1. The Shusaku style consists of occupying in turn different 3-4 points in each corner with 1, 3 and 5. White can prevent Black from following this pattern by playing 4 in the bottom left corner, but Black will then naturally enclose the top right corner. Corner enclosures were held



Dia. 1

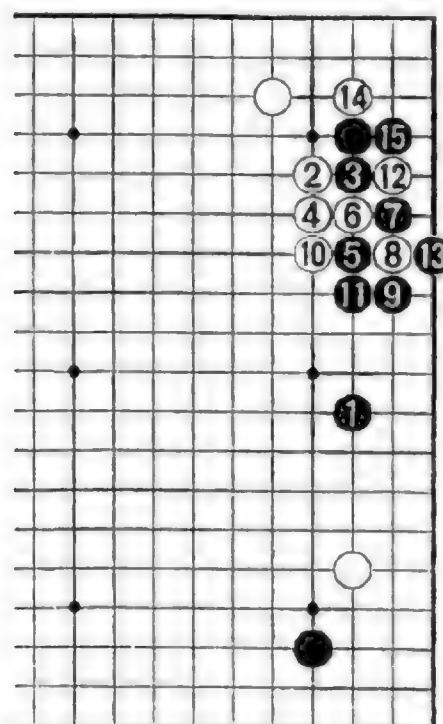


Dia. 2

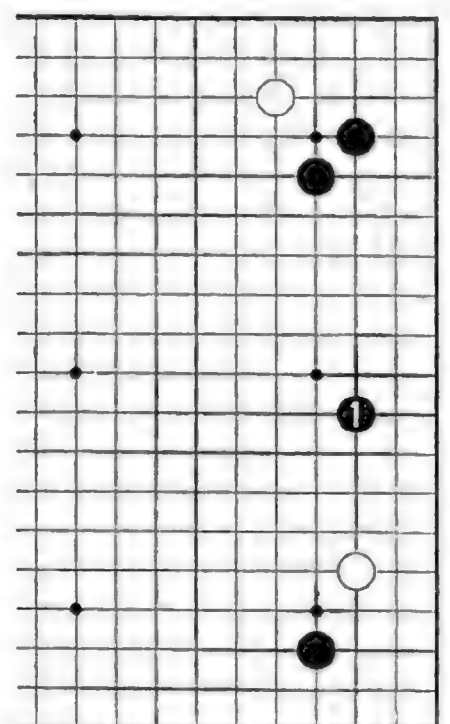
in such high esteem in the pre-komi period that approaching at 4 to prevent Black from enclosing this corner was regarded as only natural.

The continuation White 'a' — Black 'b' after 5 is seen in many games, but —

Dia. 2. The approach move at 6 was most common. Black then plays the famous 'Shusaku kosumi' of 7. Shusaku is supposed to have claimed that this would be a good move so long as the game continued to be played on a 19 x 19 board. This story may be apocryphal, but all the same Black 7 is a steady move which aims at a sure win for Black by restricting White's scope for action. Instead of 7 —



Dia. 3



Dia. 4

Dia. 3. If Black makes an immediate pincer at 1, White presses down on him at 2. The sequence to 15 forces Black into a low, over-concentrated position on the right. If the moves from 2 to 15 had been played first, Black would obviously never make the narrow extension to 1, for now this is clearly not an urgent point.

This is the reasoning behind Black 7 in Dia. 2. Next —

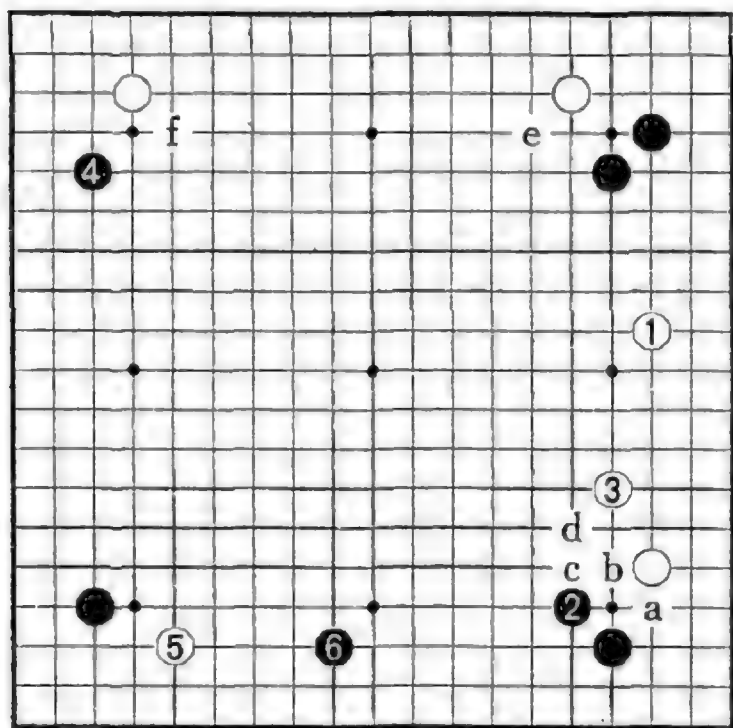
Dia. 4. Black aims at continuing with 1. This is both a pincer and an extension, so it kills two birds with one stone.

White cannot permit Black to make the ideal shape in Dia. 4, so extending to 8 in Dia. 2 is absolutely necessary. The continuation to 13 is a good example of the characteristic steadiness of the Shusaku style. (Dias. 1 and 2 are from a game Shusaku played when he was eighteen. White was Yasui Sanchi.)

There is another basic Shusaku pattern in which White extends one space further with 8 and Black plays 9 at 'a'.

The basic Shusaku-style

Dia. 5. This pattern, with White extending to 1, was also very popular. The advantage of this pattern is that White 1 applies more pressure on the stones at the top, while defending at 3 makes nice shape. Black could continue with 4 or 5 after White 1, but he continues his emphasis on solidity with the diagonal move of 2. White 3 makes such good shape, however, that the modern approach would be to play more aggressively with a black pincer at 3 or one space

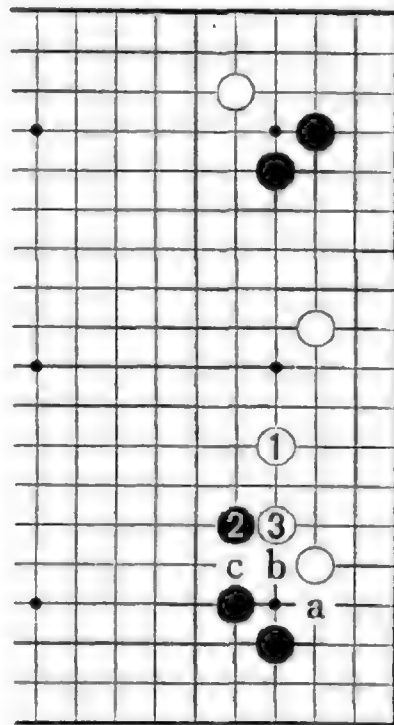


Dia. 5

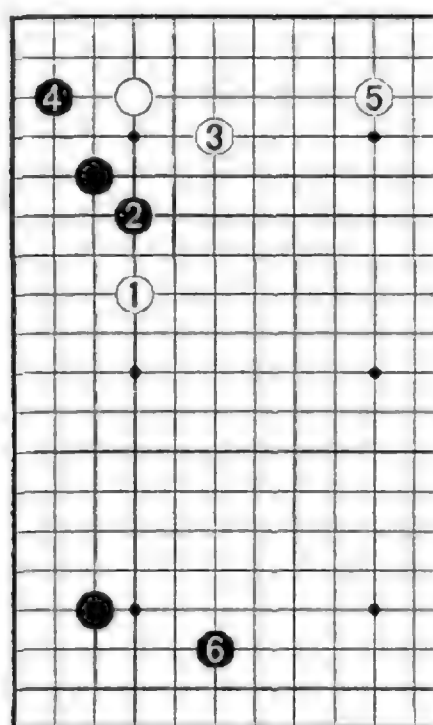
above instead of 2.

White 3 is the only move.

Dia. 6. If White plays at the central point of his formation at 1, Black forces with 2, which is most annoying. Alternatively, Black can play Black 'a', White 'b', then the nice move of Black 'c'.



Dia. 6



Dia. 7

In Dia. 5, if Black plays Black 'a', White 'b', Black 'c', White has a good continuation at 'd'.

After White 3 in Dia. 5, Black can play at either 4 at the top or 5 at the bottom. Black 4, however, is worth more. The reason is that when White approaches at 5, Black has the excellent answer at 6. This is both a pincer and an extension, so it is an ideal point. Another advantage of 4 is that Black can aim at pressing down on White on both sides, at 'e' and 'f', thus forcing him into a low position at the top. In response to 4 —

Dia. 7. If White makes a pincer at 1, Black can take sente with the joseki to 4, then enclose the bottom corner with 6.

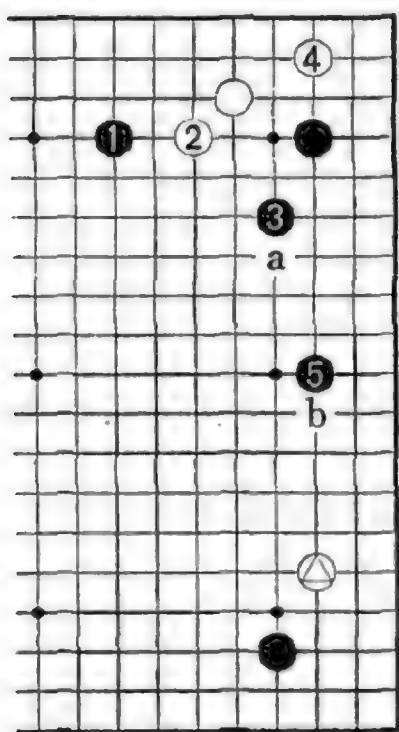
There is a feeling of weightiness and inevitability behind each and every move of the Shusaku pattern. This is not surprising, in view of the length of time that it has maintained its popularity. However, the advent of komi Go brought about a drastic change.

The modern Shusaku-style

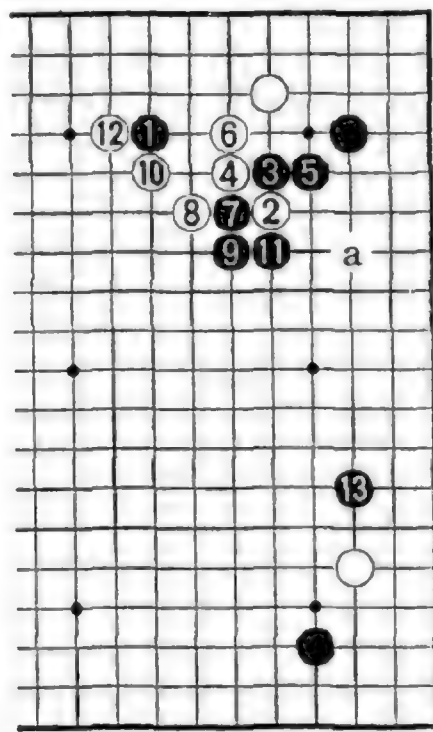
Black 1, 3 and 5 in the Shusaku pattern are still perfectly valid moves even today, but the same cannot be said of Shusaku's kosumi. The idea of the kosumi (7 in Dia. 2) was to set up a sure win

for Black by playing simply and solidly. Black's aim was supposed to be to win by three points. In other words, the kosumi is just a little bit negative for a fuseki move. Its redeeming feature is that it prevents White from trying any fancy strategies, but it is a little too slow when the opponent has a komi of $5\frac{1}{2}$ points. The kosumi is therefore rarely seen nowadays. In its place –

Dia. 8. Black makes the pincer of 1 when White makes the $\triangle$ approach move. If the joseki to 5 follows, the scope for action of the $\triangle$ stone is considerably restricted. Another strategy is to switch 3 and 5 to 'a' and 'b' respectively, as 'b' then becomes a three-space pincer.



Dia. 8



Dia. 9

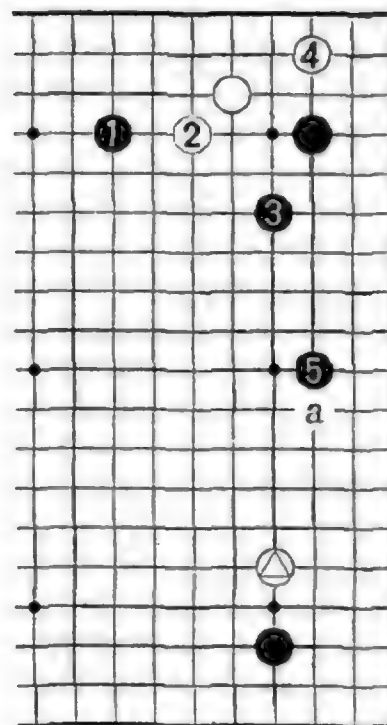
Dia. 9. If White jumps to 2, Black can simply answer at 'a', but he can also play the joseki to 11. This gives him the chance to make the close-up pincer at 13.

Dia. 10. Naturally White has a counter, which is to make the high move at $\triangle$. This stone will not come under much pressure from a black move at 5 or 'a'.

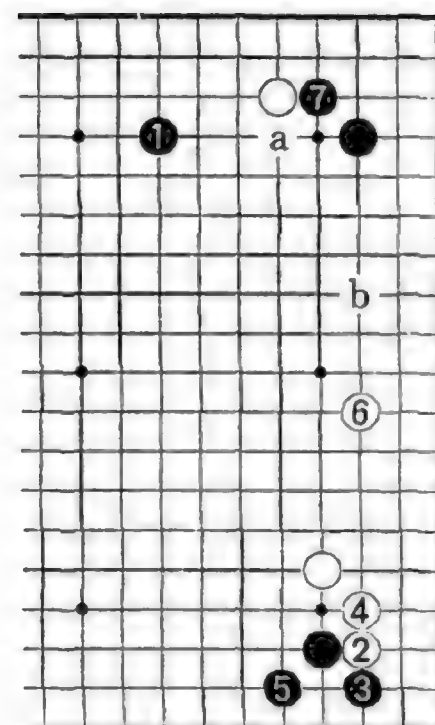
Dia. 11. White often responds to Black 1 by starting a skirmish at 2. If Black answers 6 with 7, White can switch elsewhere and wait for a suitable chance to play at 'a'. Even if Black plays 'a' first, White can extend to 'b', negating the influence of Black's thickness.

Dia. 12. If Black attaches at 1, White can play ambitiously with 2 to 8. White 8 at 'a' would be too small in scale.

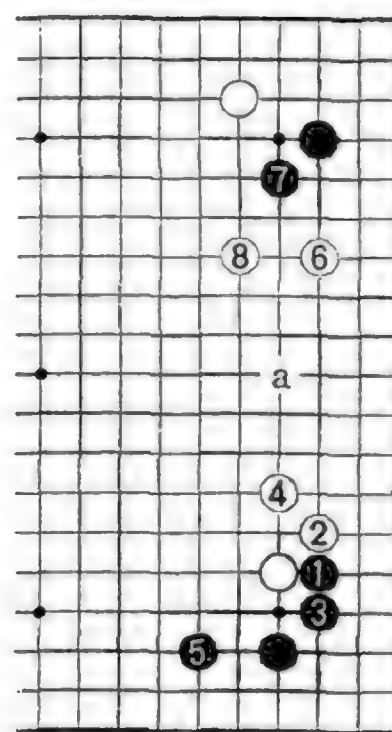
Dia. 13. Playing the avalanche joseki with 2 and 4 is another good strategy. If Black plays 5,



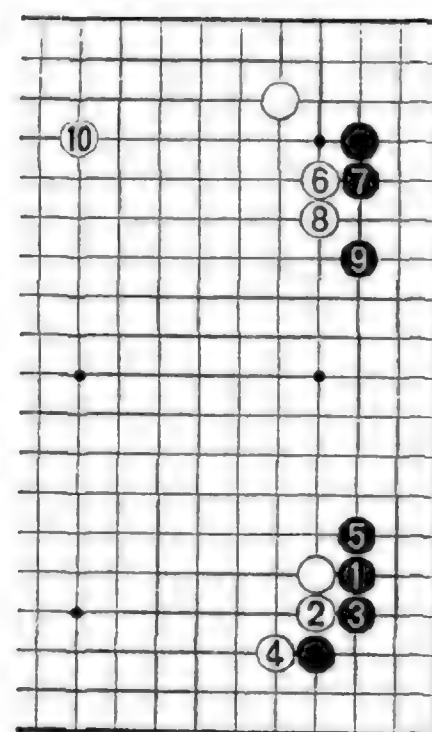
Dia. 10



Dia. 11



Dia. 12



Dia. 13

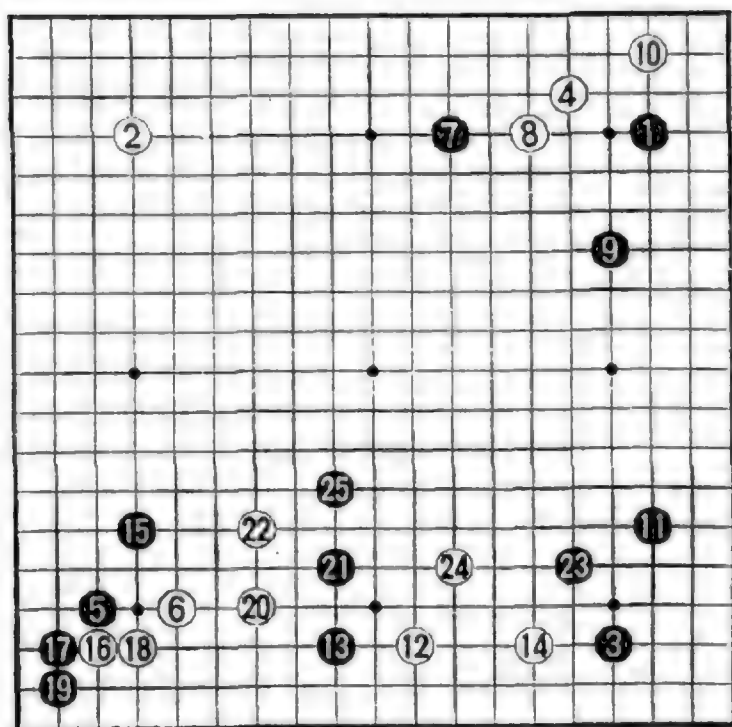
White can press down on him with 6 and 8. One cannot go so far as to say that the result to 10 is bad for Black, but he has certainly let White have his own way here.

Dias. 8 to 13 are representative examples of the modern Shusaku style. One pattern is as good as another, so the reader is invited to experiment with the pattern that suits him best.

My own Shusaku-style

I have used the Shusaku pattern in about fifty or sixty of my own games and in each game I tried an experiment of one kind or another. The following game, played in the 1970 Honinbo league, is one example. White was Takagawa 9-dan.

Dia. 14. The approach move of White 6 (also played on the 3rd line) is often seen in the Shusaku pattern. Usually Black encloses the



Dia. 14

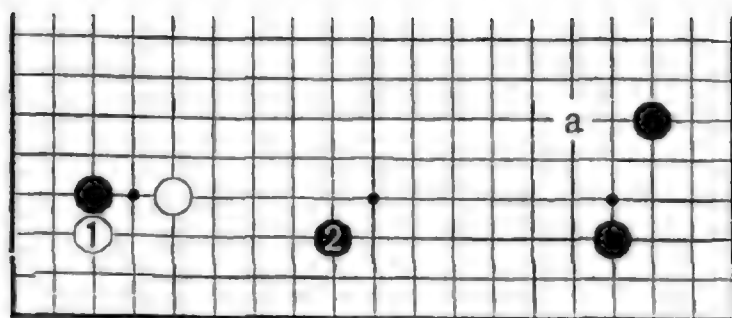
bottom right corner, but I adopted a special strategy with 7 to 11. Black stakes out a large-scale position on the right, then waits for White to come in.

White 12 is an interesting move.

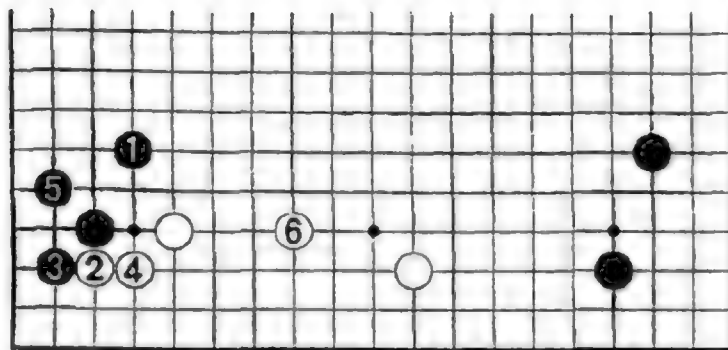
Dia. 15. If White had played 1, it was my intention to switch to 2. Depending on how White settled the bottom left corner, I hoped to expand my moyo by playing at 'a'. I had formulated this plan when making the pincer at 7.

Invading at 13 in *Dia. 14* is essential.

Dia. 16. If Black plays peacefully with the ordinary move at 1, the sequence to 6 leads to a leisurely game in which Black will have trouble



Dia. 15



Dia. 16

compensating for the komi.

Dia. 14 is an example of how the steady Shusaku style has been adapted to the aggressiveness of modern Go.

After 14, Black plays 15 and a fight seems to be developing. Black 21 and 25 aim at attacking the groups on both sides. White is too busy looking after them to think about invading on the right side, so Black's original strategy with 9 and 11 seems to have been a success.

There are too many variations in the Shusaku pattern for us to go into detail here. We hope that this brief introduction has given you some idea of its manifold possibilities.

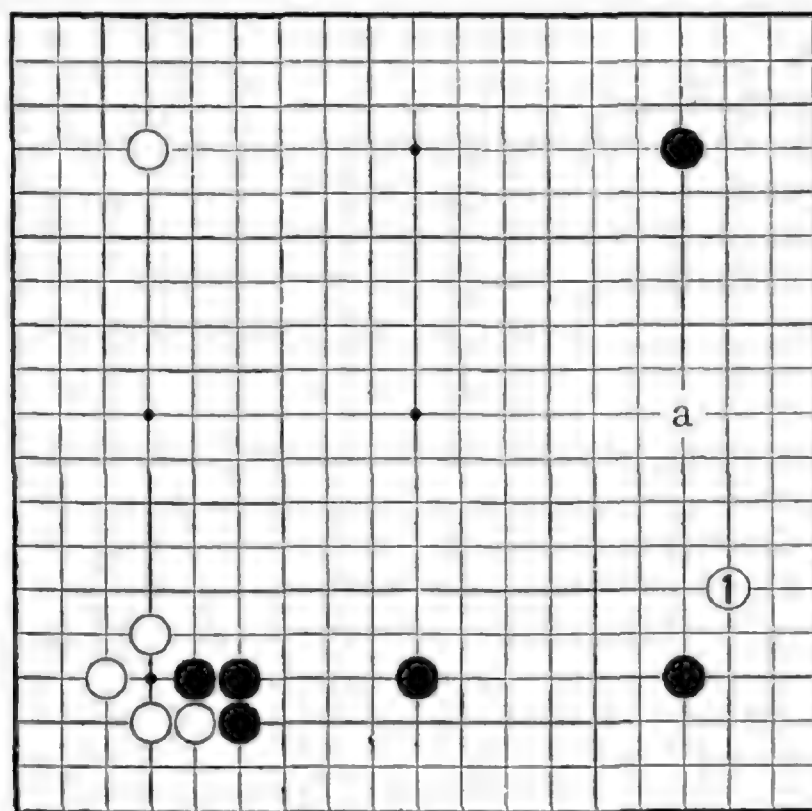
('Igo Club', April 1978)

All about the Pincer (4)

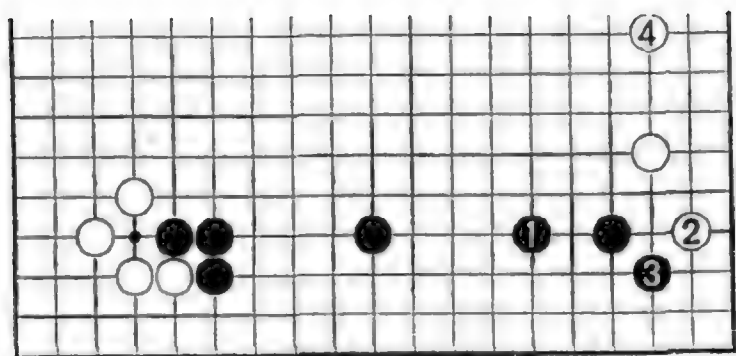
Takagawa Shukaku

Problem 3

In this position, taken from one of my games, White approaches at 1 before Black gets a chance to set up a sanren-sei (three star-point stones in a row) with 'a'. What is the best answer for Black?



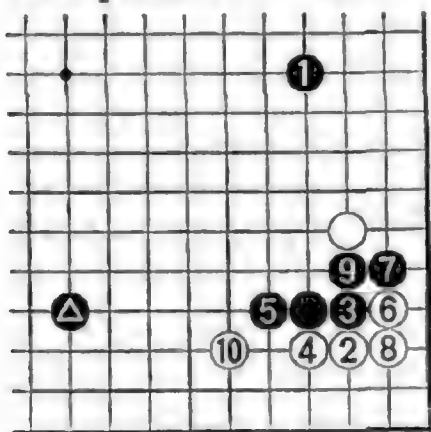
Problem 3



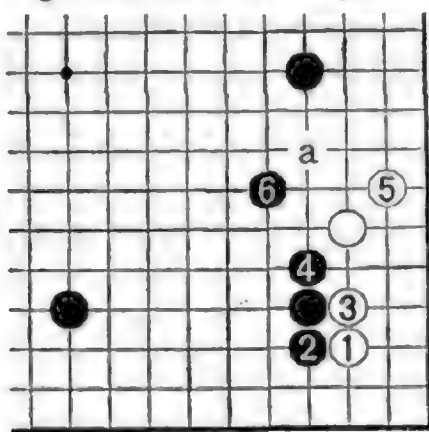
Dia. 1

Dia. 1 (a leisurely game). The conventional response of 1 and 3 is not bad, but there is a danger that this will lead to a leisurely game.

Dia. 2 (Black dissatisfied). If Black emphasises the right side by making the high three-space pincer at 1, he belatedly gets san-ren-sei. However, this is not to be recommended, for White invades at 2 and after the set pattern to 10, the ▲ stone ends up in an unsatisfactory position. This point is now neither urgent nor necessary.



Dia. 2

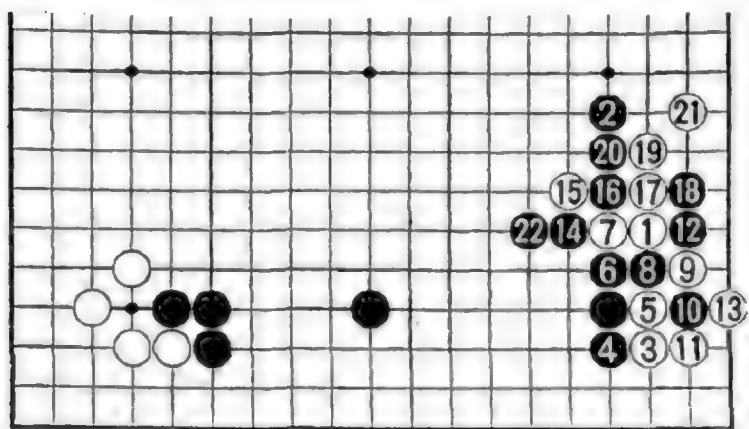


Dia. 3

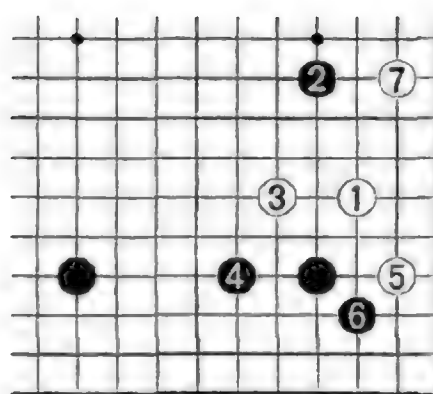
Dia. 3 (fragile influence). Blocking at 2 is possible, but Black has no really good continuation after White 3 and 5. If he plays 6, he is left with a weak point at 'a'. Once again Black is dissatisfied.

Dia. 4 (standard pattern). The next pincer to look at is the high two-space pincer at 2. If White enters at 3, blocking at 4, followed by the standard pattern to 22, is enough, as Black gets a reasonable moyo at the bottom. However, White will not necessarily invade at the 3-3 point.

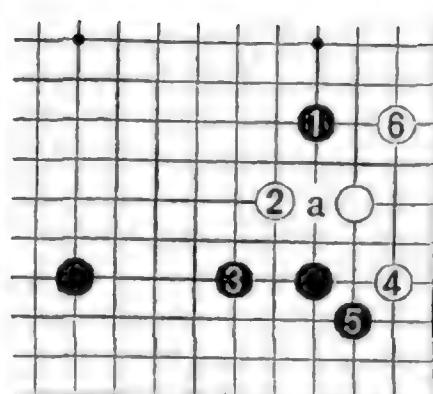
Dia. 5 (unsatisfactory). White has the option



Dia. 4



Dia. 5

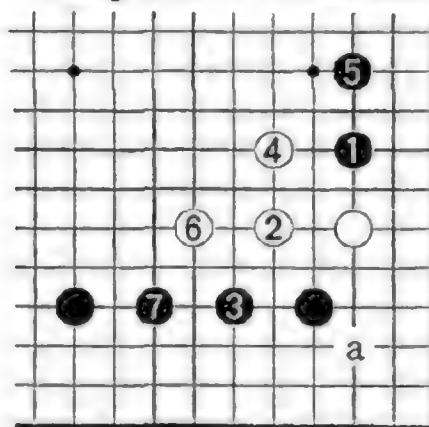


Dia. 6

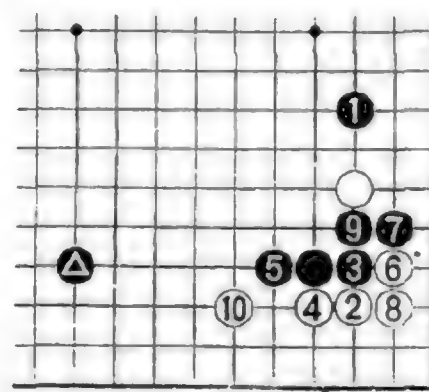
of jumping out to 3. Black 4 is obligatory, so White can make himself a base by sliding at 5 and 7. All Black's hopes have been in vain.

Dia. 6 (the high one-space pincer). What about Black 1 then? White will probably jump to 2 to prevent Black from sealing him in with 'a'. Black has no choice but to answer at 3, so White then slides to 4 and 6. This result is also unsatisfactory for Black.

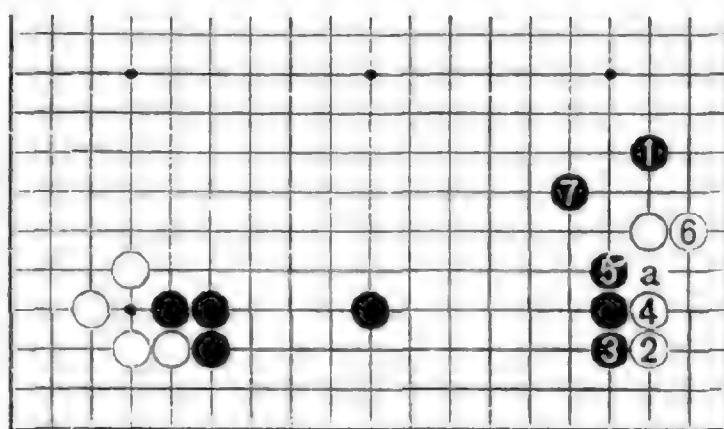
Dia. 7 (unsatisfactory for White). That leaves the low one-space pincer at 1. If White 2, answering at 3 is good enough. This time White cannot get a base on the side, while Black takes profit on both sides with 5 and 7. White 2 is welcomed by Black, so White has to try something else. If he invades at 'a' —



Dia. 7



Dia. 8

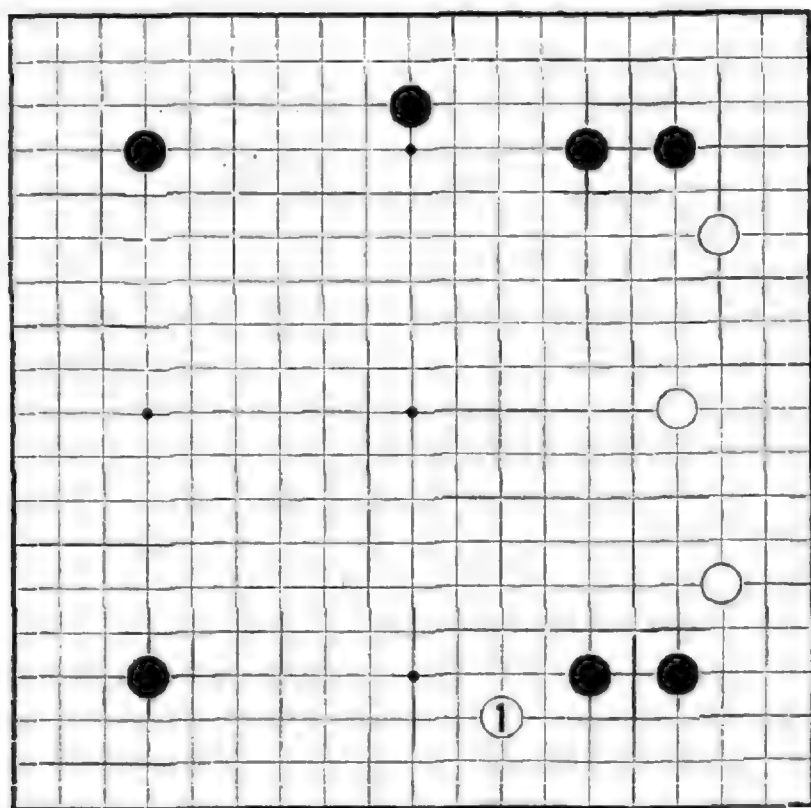


Dia. 9

Dia. 8 (Black is unhappy). Intercepting with 3 is a mistake in direction. After the sequence to 10, Black 1 ends up too close to Black's other stones, while White 10 detract from the effectiveness of the ▲ stone. This is an uninspiring

result for Black.

Dia. 9 (ideal shape for Black). Black must of course block at 3. Whether White plays 6 or 'a' after 5, Black 7 works perfectly to seal him in. This was the sequence actually played in my game. Black's thickness dominated the whole board and enabled me to secure victory.



Problem 4

Problem 4

White often plays 1 in handicap games in the hope of taking advantage of the fact that Black's corner enclosure is open at the side. What is the best and strongest answer for Black?

Black's one-space enclosure is oriented towards influence rather than territory. The aim is to pick up profit in the course of attacking the opponent rather than simply to use this formation to surround territory.

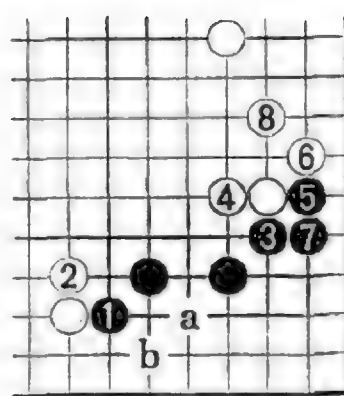
Attack rather than go for territory — how should Black put this strategy into effect?

Dia. 1 (worst). Let's start by looking at the worst way for Black to play.

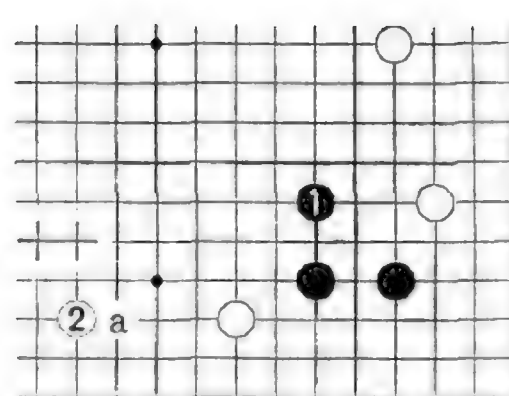
Black 1 shows that Black is worried about the possibility of White 'a' or 'b', but this move just helps White to develop outward influence with 2. Likewise Black 3. Black may heave a sigh of relief after 5 and 7, confident that whatever happens he is alive in the corner, but this whole sequence is a miserable failure to exploit the potential of Black's one-space enclosure.

Dia. 2 (too mild). Simply jumping to 1 is also a slack move. When White extends to 2 or 'a', it should be obvious that Black 1 is unsatisfactory.

Dia. 3 (a positive approach). Adopting a

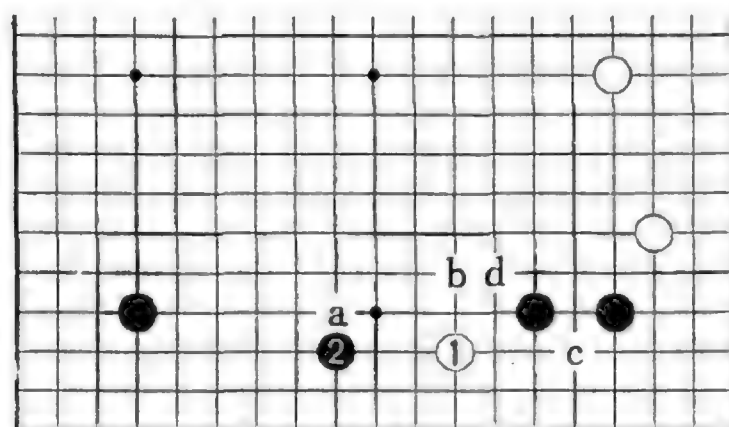


Dia. 1

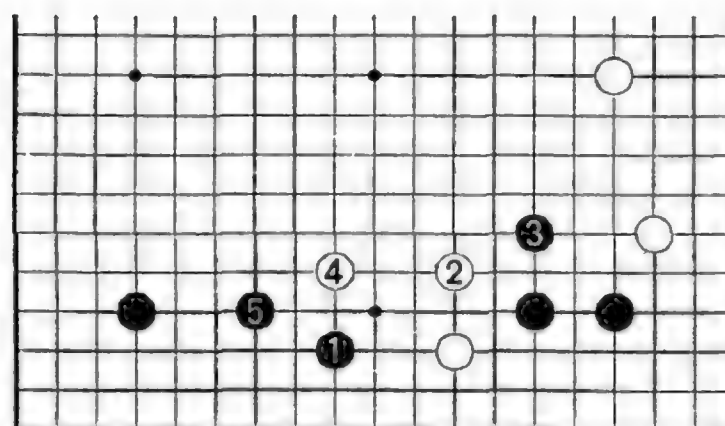


Dia. 2

positive approach by making a pincer at 2 or 'a' is the best way to realise the full potential of Black's corner enclosure. White can answer 2 with 'b', 'c' or 'd'.



Dia. 3

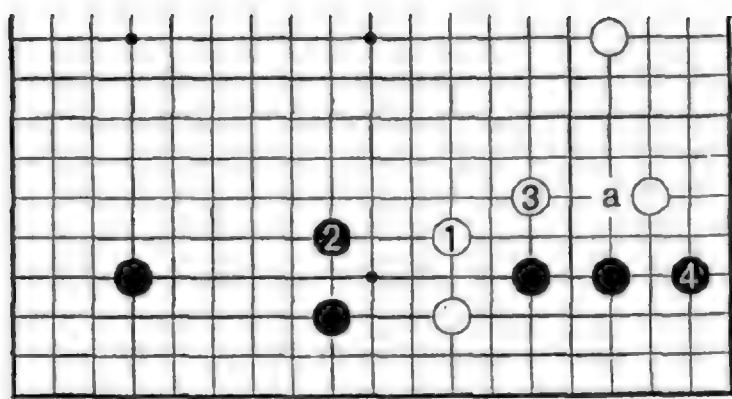


Dia. 4

Dia. 4 (follow the proverb). If White 2, Black 3 is a good continuation. If White omits 4, Black will attack White by playing at 4 himself, so White caps here to prevent this. With 5 Black follow the proverb, 'answer the capping move with the knight's move'. Black can be more than satisfied with this exchange — he takes the substance, while White takes the shadow.

Forcing White to make a move like 4, which only sets up the profitable move of 5 for Black, demonstrates the effectiveness of Black's original pincer. This is the way to make the most of Black's corner enclosure.

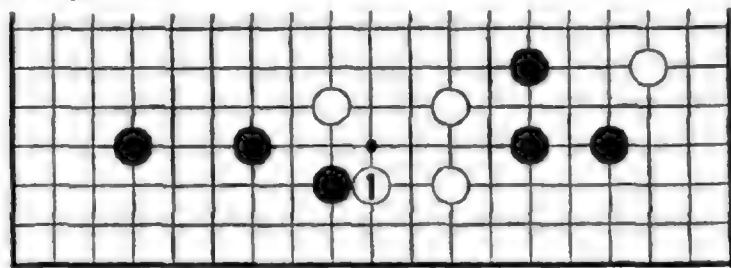
Dia. 5 (sealed in). Expanding the left side by jumping to 2 is not inconceivable, but it does have the drawback of letting White seal



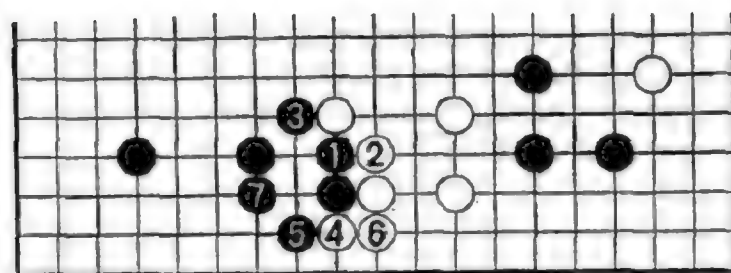
Dia. 5

Black into the corner with 3. Black will not die, since he has moves such as 4 and the contact play at 'a', but White may be able to use 1 and 3 to build up a large moyo on the right. In general, attacking White by jumping out with 3 in Dia. 4 is to be recommended.

Dia. 6 (White's continuation). After Dia. 4. White often attaches at 1 in order to settle his three stones. Knowing how to answer this might be handy.



Dia. 6



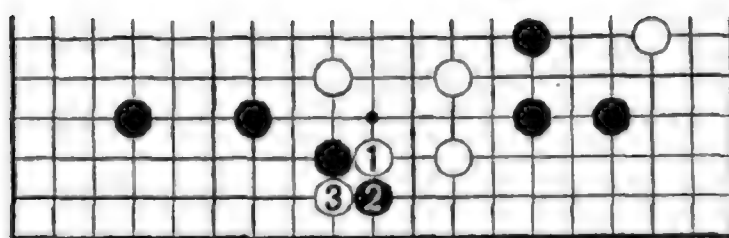
Dia. 7

Dia. 7 (vulgar style). One often sees Black play 1, then 3, in an attempt to strengthen his stones. This is vulgar style, however, for it decreases Black's own liberties and permits White 4 and 6.

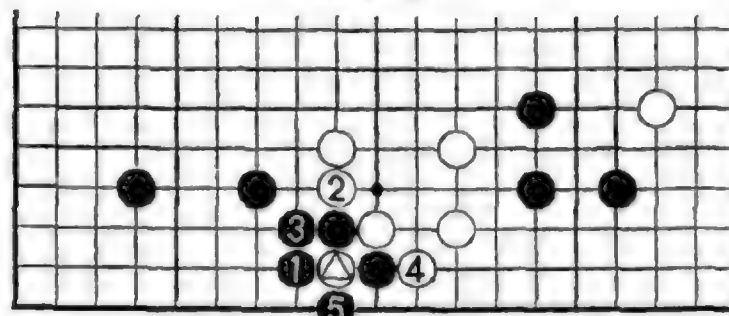
Dia. 8 (correct). The hane at 2, attacking White's base, is the standard answer to 1. White crosscuts at 3 in order to settle his group.

Dia. 9 (favourable for Black). Capturing with 1 is good enough. White uses Δ as a sacrifice to get the forcing moves 2 and 4. However, Black is satisfied because this strengthens his bottom left corner.

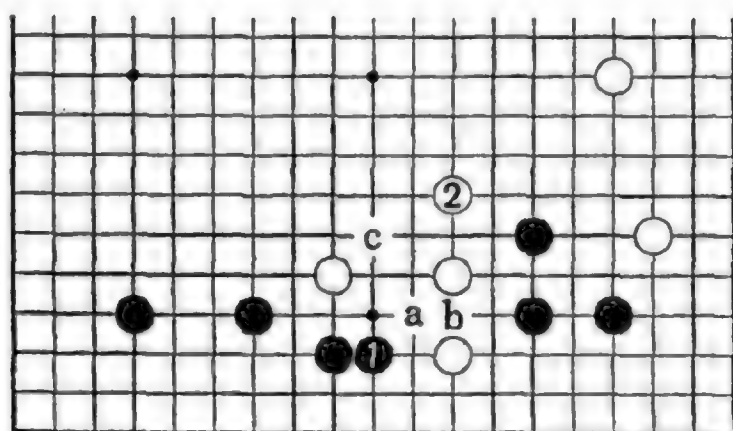
Dia. 10 (aggressive). If White omits 1 in Dia. 8, Black waits for the right time to play 1. This forces White 2 and is a good exchange for Black. If White neglects to play 2, peeping at 'a' is



Dia. 8



Dia. 9



Dia. 10

severe. If White 'b', Black continues with 'c'.

In the next issue we will look at White 'd' in Dia. 3.

('Igo Club', March, April, May, 1978)

Go Clubs and Associations

Continued from page 64

HONG KONG

Nihon Ki-in Chapter, Fukuo Matsumoto, c/o Oriental Pegasus Shipping Ltd., Rm. 1101 Chiao Shang Bldg., 92-104 Queen's Road C.

PHILIPPINES

Philippine 'Tai-Ho' Wei-chi Association, 541 Sto Christo St. Bdo. Manila. Tel. 48-57-58. President: Mr. Jesus Lua

ADDITIONS: USA

COLORADO

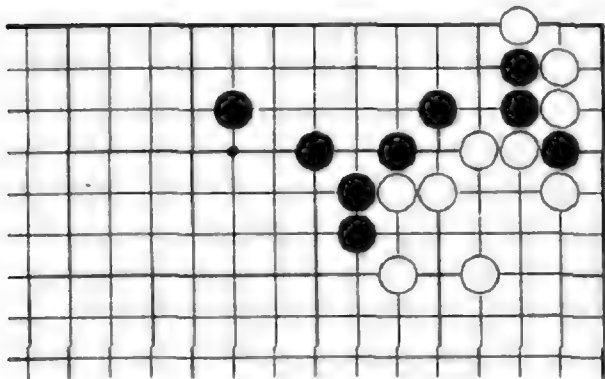
Spring Go Club, c/o James Michali, 103 Ruxton Ave., Maryland Cttg., Manitou Spgs., Co. 80829, Tel. 685-9013.

NEW YORK

Clarkson College Go Club c/o Dr. B. Dennis Sustare, Dept. Biology, Clarkson College, Potsdam, 13676

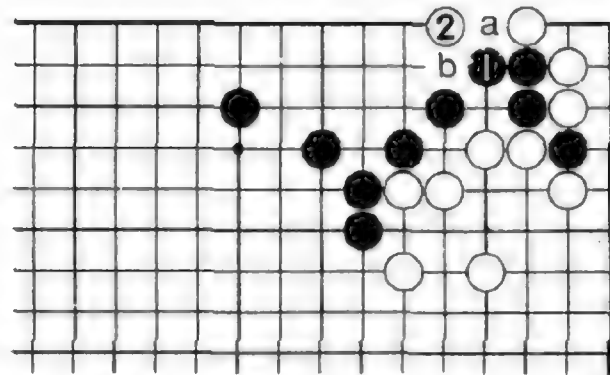
GOOD AND BAD STYLE

Problem: Black to play

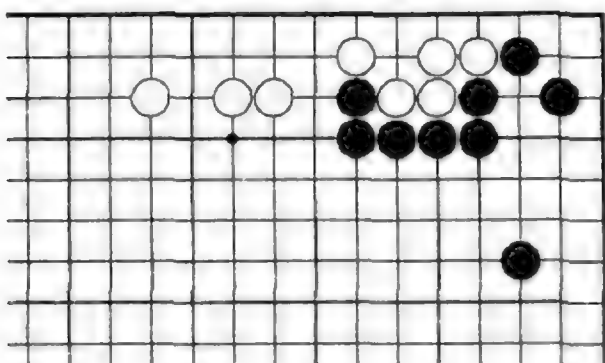


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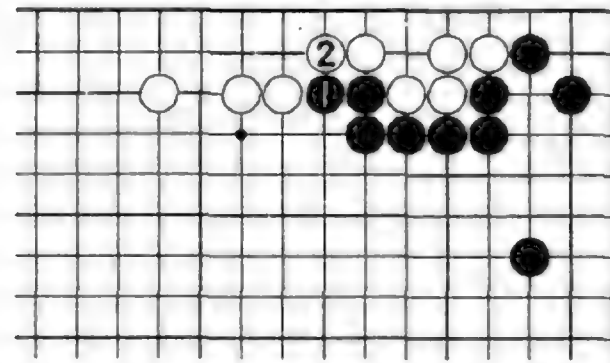
Vulgar style



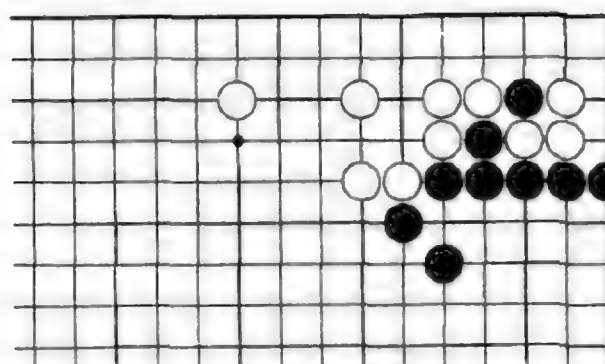
If Black 1, White 2 puts Black on the spot. If Black 'a', White 'b'.



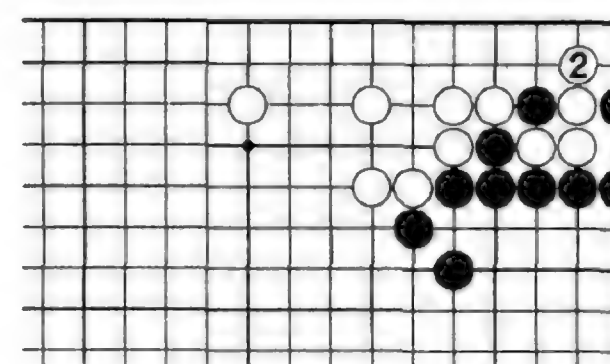
30



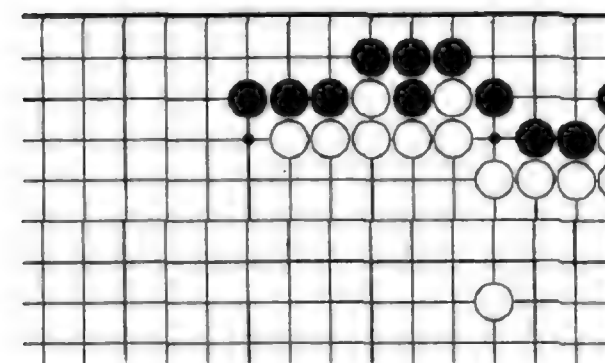
Black 1 is the epitome of vulgarity. This loses points in sente.



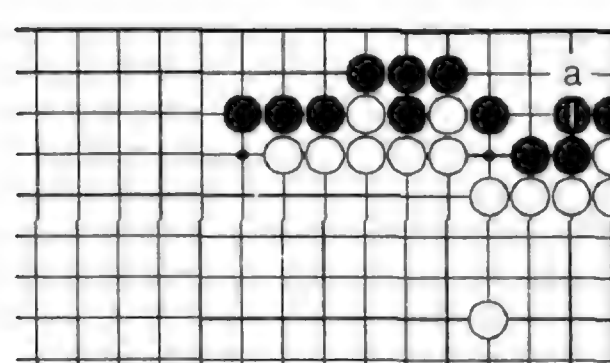
31



Attaching at 1 only helps the opponent. Black cannot omit 'a' after White 2.

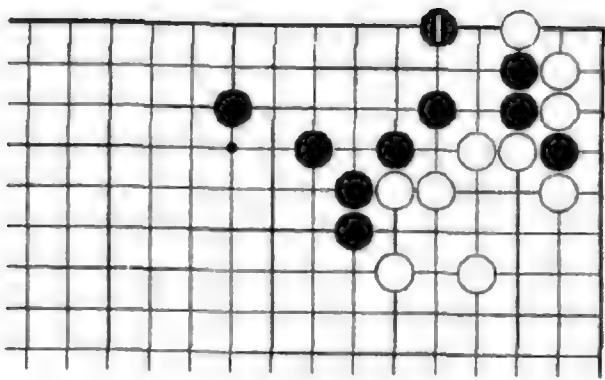


32

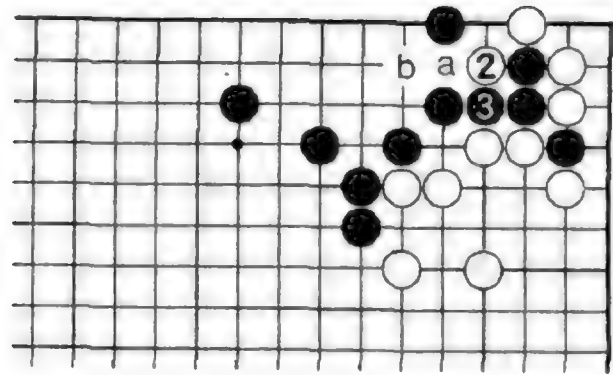


Connecting at 1 or 'a' shows a lack of sensitivity.

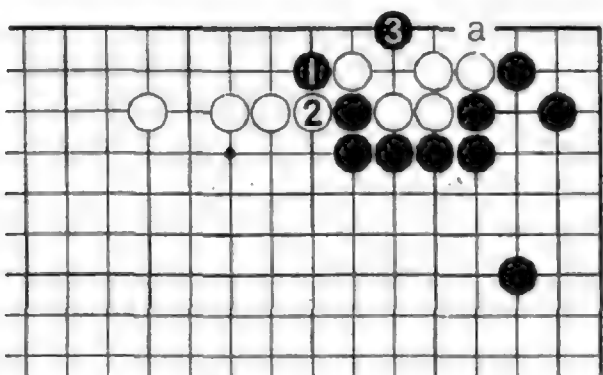
Correct Style



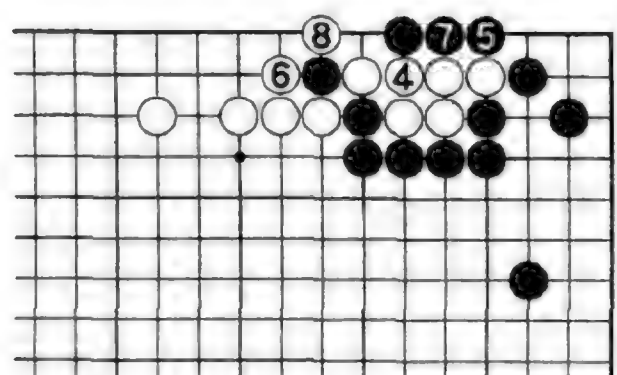
Black 1 is correct shape. This keeps out the intruder.



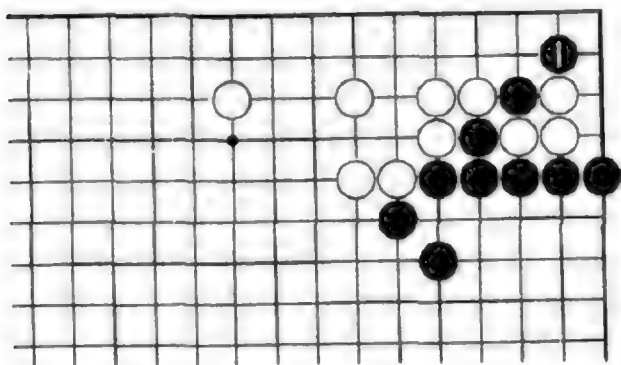
If White 2, Black 3. White 'a' is of course crushed by Black 'b'.



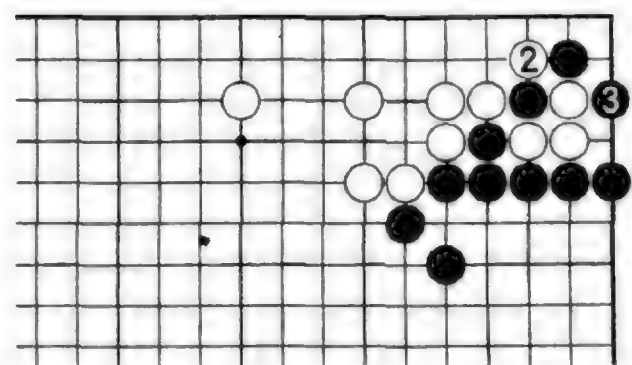
Black 1 and 3 are a clever combination. If Black just hanes at 'a' instead of 1, White can answer at 3.



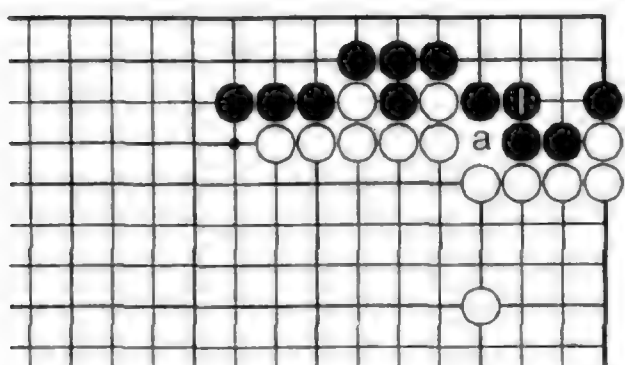
White must connect at 4, so Black smartly gains points with 5 and 7.



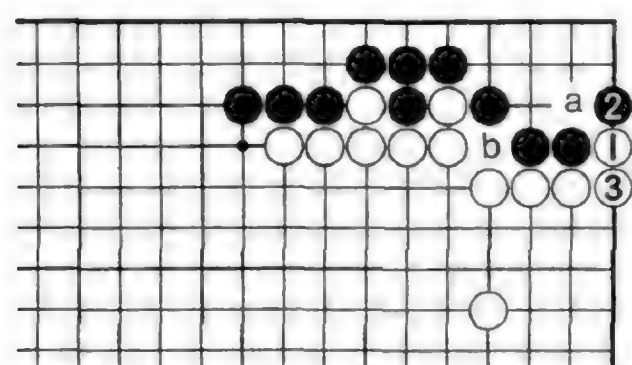
Black seizes the vital point with 1



Crossing under with 3 is clearly a gain for Black.

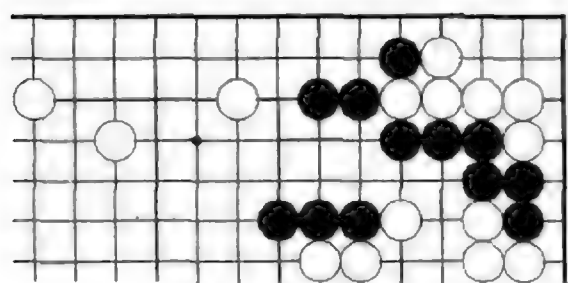


Black 1 is the correct move. Black can now ignore White 'a'.

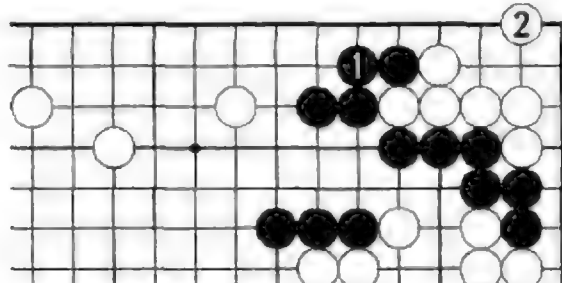


White 1 to 3 give the original position. The problem is to defend against 'a' and 'b' at the same time.

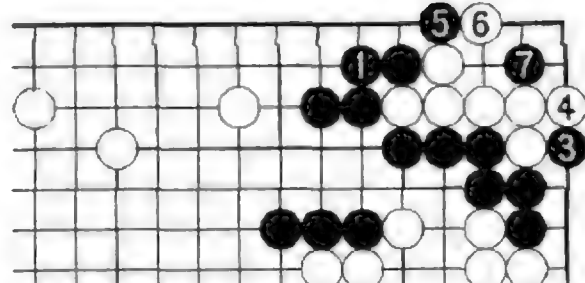
Aji-keshi: Erasing Potential Honda Kunihi 9-dan



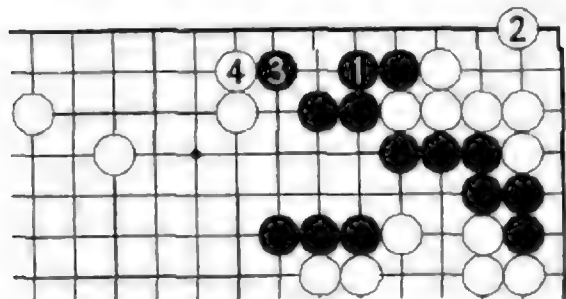
Dia. 1: Black to play



Dia. 2



Dia. 3



Continued from page 33

Black by connecting at 89. Since White has to play 96 anyway, Black has one move's grace, so he switches to 95. After this move, he can afford to lose the ko in the corner, so it becomes a one-sided ko in his favour. Black also has plenty of ko threats.

White finally resolves the ko with 130, but at the cost of leaving a weakened group on the right for Black to attack.

Figure 4 (138 – 205)

White 38. White's last fling – he is so far behind that he has nothing to lose, but expecting success while his group at the centre right is still unsettled would be too optimistic.

White resigns after Black 205.

(From a commentary by James Kerwin)

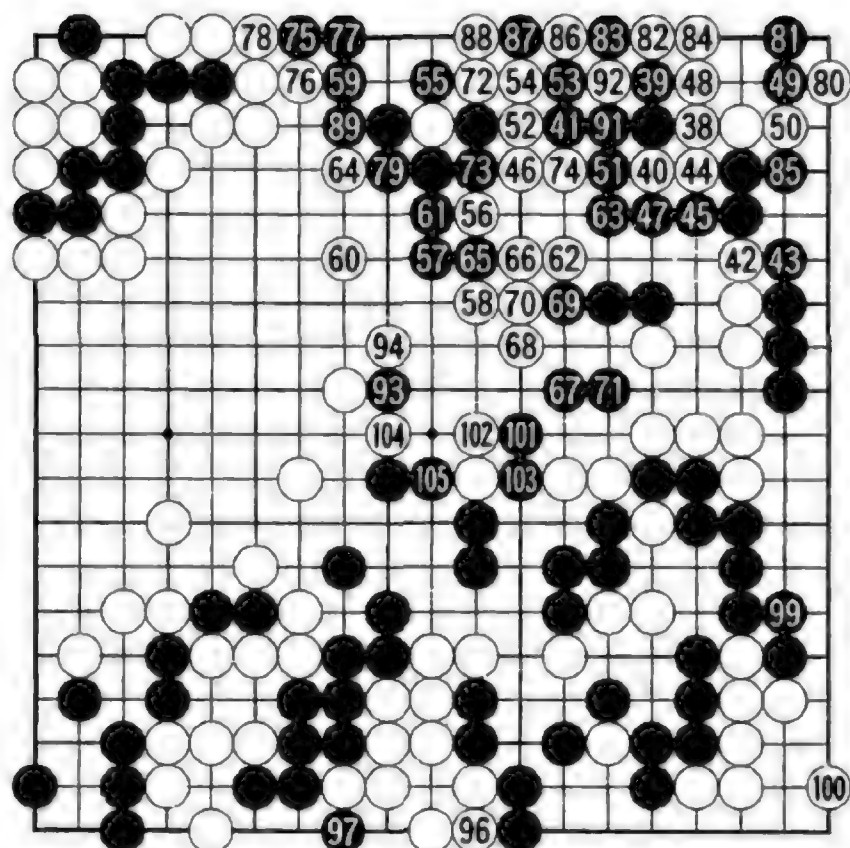


Figure 4 (138 – 205)

90: at 86; 95: at 83; 98: at 92

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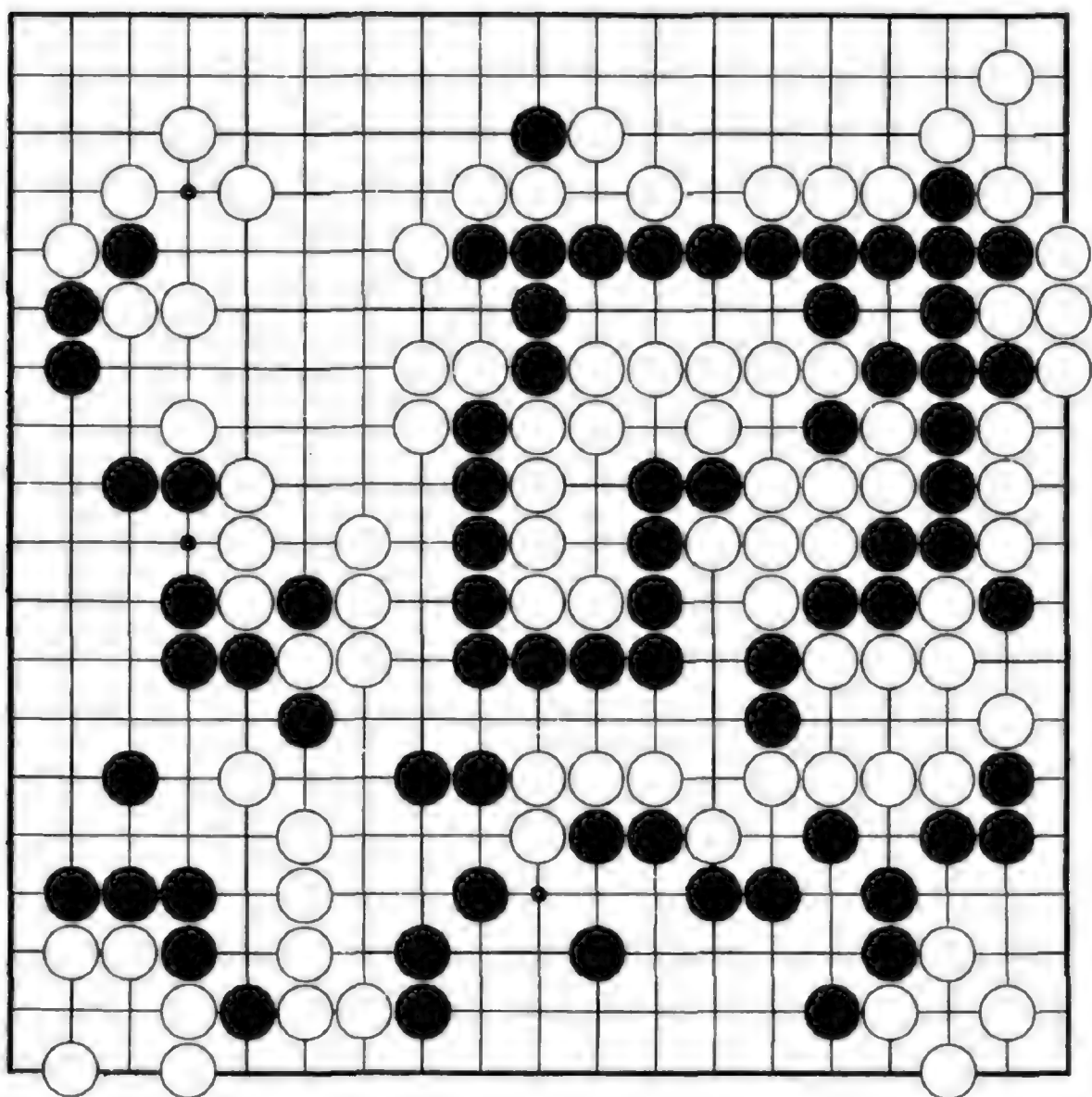
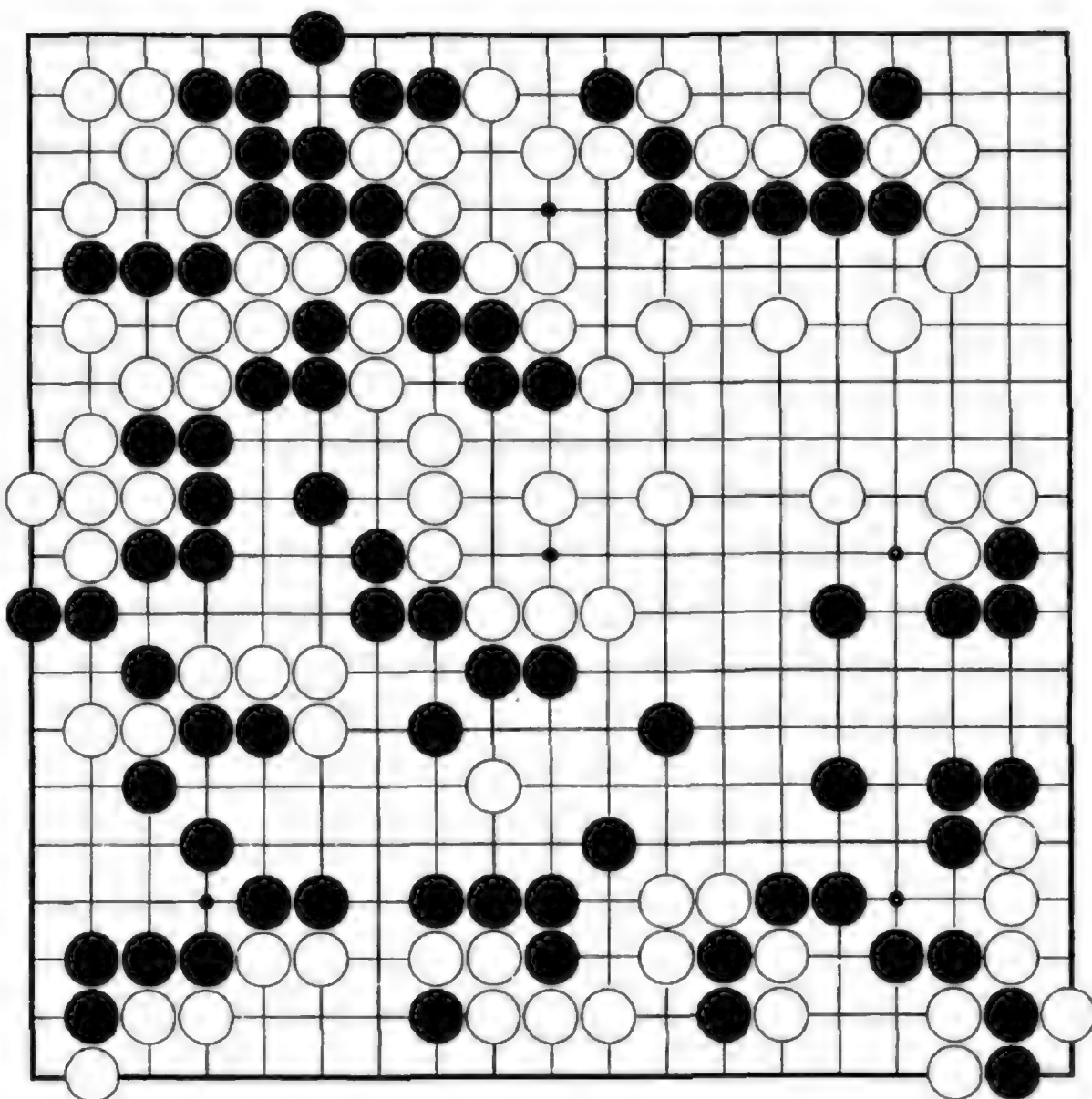


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Upsetting Moves

Upset No. 1

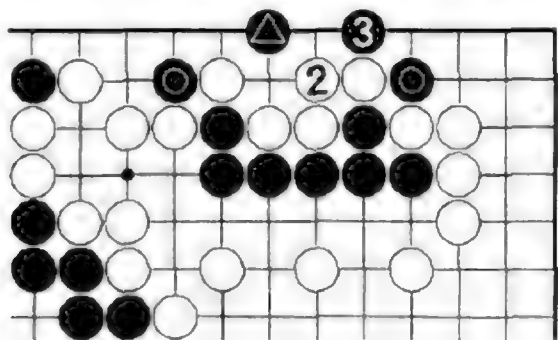
Black to play in the position at right. If he starts making small-scale endgame moves, he suffers a landslide defeat. His territory adds up to just over sixty-five points; White can beat that and then some with the upper right area alone. There is a hidden way, however, for Black to score an upset victory. The move is —?



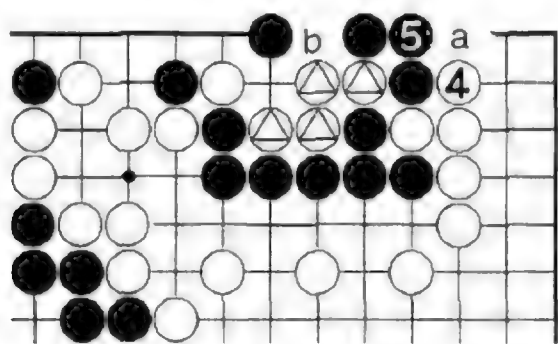
Upset No. 2

Black to play at left, and once again he seems to be getting wiped out. Once again, however, a dramatic upset move remains on the board. Where is it?

Black's placement at 1 is the upsetting move. The apparently dead black group marked with circles springs back to life, giving Black a cool fifty points of profit and reversing the lead. Black 1 is the only move. Making the other placement at 'a' or capturing one of the triangled white stones with 'b' or 'c' would not do at all. Besides 1, Black has three other opportunities in different parts of the board, but none of them would amount to an upset.

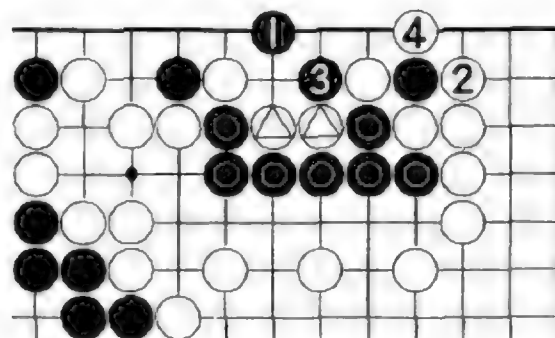


Dia. 1. Following Black's triangled placement, White's strongest resistance is to connect at 2, but then Black's hane at 3 is the finishing blow. Observe how the triangled stone occupies the vital point of White's shape. Observe too the transformation of the circled black stones



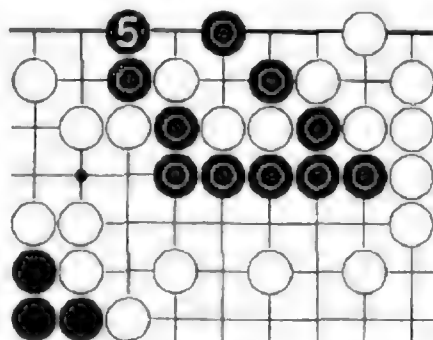
from dead litter into effective support.

Dia. 2. Continuing, if White gives atari at 4, Black unconcernedly connects at 5. Next if White 'a', Black 'b', and the triangled stones are in atari. By capturing them, Black gets the live shape of four in a row.

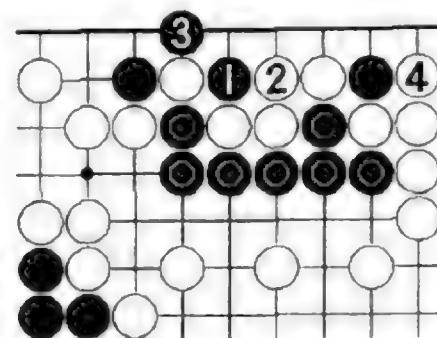


Dia. 3. The best response to 1 is to play 2, for this invites a slip on Black's part that may yet save the game for White. Black 3 and White 4 are necessary and the two triangled stones are now effectively captured. Is Black alive?

Dia. 4. He is if he descends at 5. This is the crucial point.

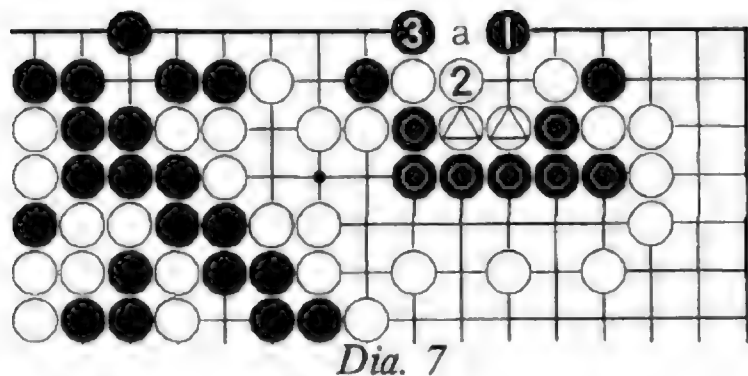


Dia. 5. But he isn't if he captures with 5 here — White 6 kills him unconditionally — and of course if he turns elsewhere with 5 — but that should be out of the question.

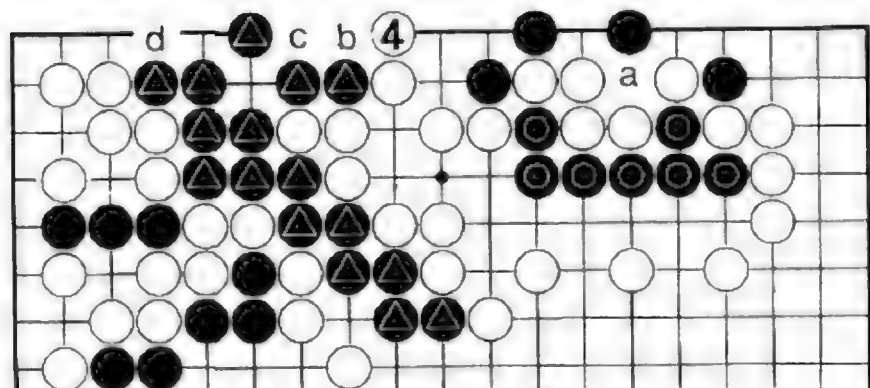


Dia. 6. Having thought of trying to revive his circled group, Black must be careful not to capture with 1 and 3. Such routine moves fail completely, White answering at 2 and 4.

Dia. 7. (next page) And what about this placement for Black 1? Locally, it is the same as the upset move at 'a'. White connects at 2, Black hanes at 3, and he is alive just in *Dia. 1*.

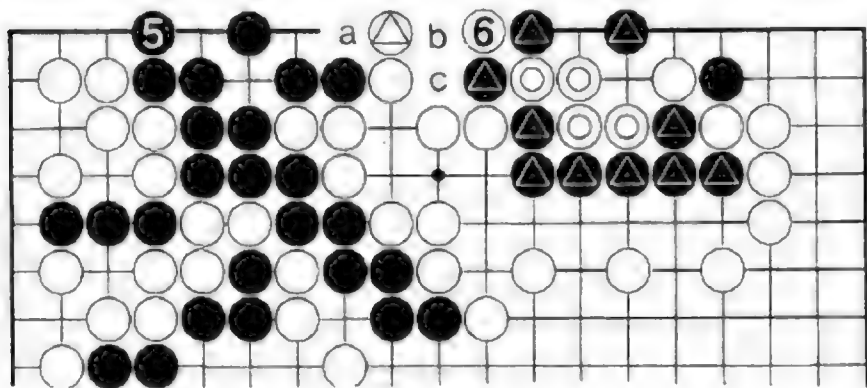


Dia. 7



Dia. 8

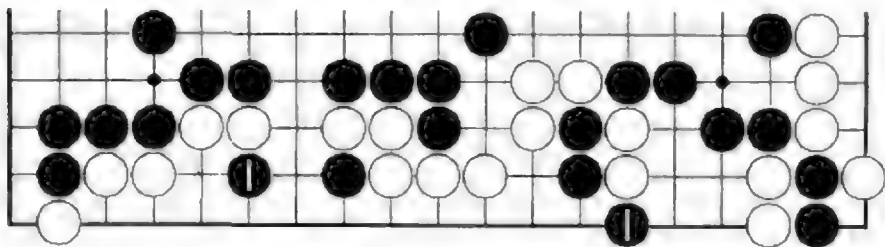
Dia. 8. But this time White can return the trick by descending at 4. If Black plays 'a' to protect his circled group, he loses the triangled one to White 'b' (which kills by making miai of 'c' and 'd').



Dia. 9

Dia. 9. Black therefore has to answer White's descent with 5 (or 'a'), whereupon White murders the triangled black group with the throw-in at 6. If Black captures with 'b', White 'c' rescues the circled white stones.

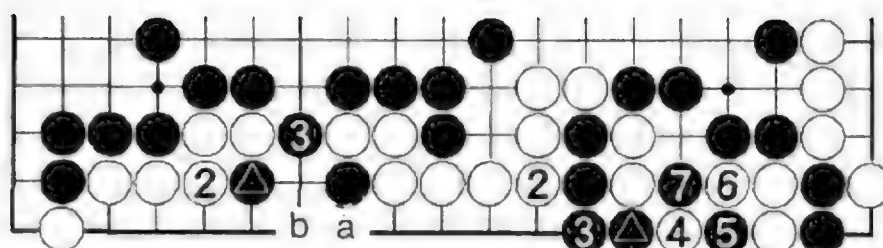
This completes our look at the upsetting move. Let's see what other moves Black has.



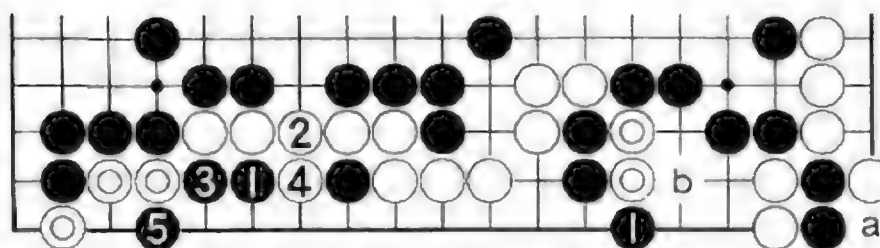
Dia. 10

Dia. 10. He has two on the lower side at the points indicated. Although neither is big enough to work an upset, both are splendid tesujis in their own right.

Dia. 11. White's strongest resistance leads on the right to a double atari involving a snap-back at 7, and on the left to White 'a', Black 'b', and a one-sided ko.



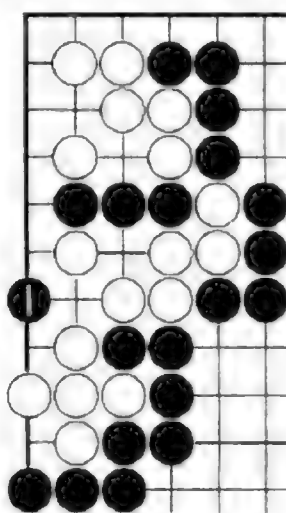
Dia. 11



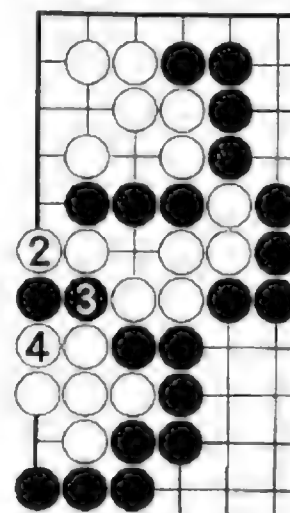
Dia. 12

Dia. 12. This is how White should play to hold the damage to a minimum. On the right, the two circled stones are captured. Toward the end of the game White will play 'a' and Black 'b'. On the left White has to connect at 2 and abandon three stones.

Dia. 13. In the upper left Black has a placement tesuji at 1.



Dia. 13



Dia. 14

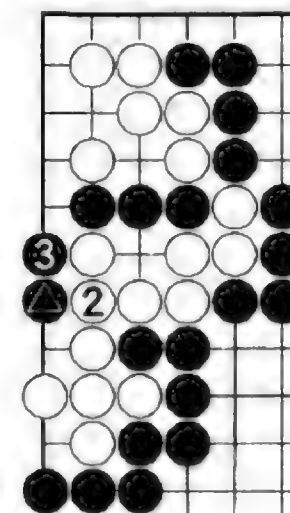
Dia. 14. White 2 is rash. Black follows with a second tesuji at 3 and White has to capture with 4.

Dia. 15. Black makes a throw-in at 5, then gives atari at 7. White can live with 'a', Black 5, White 'b', but losing five stones in sente is not very satisfactory.

Dia. 16. The proper way to answer the triangled move is with White 2, gaining a seki.

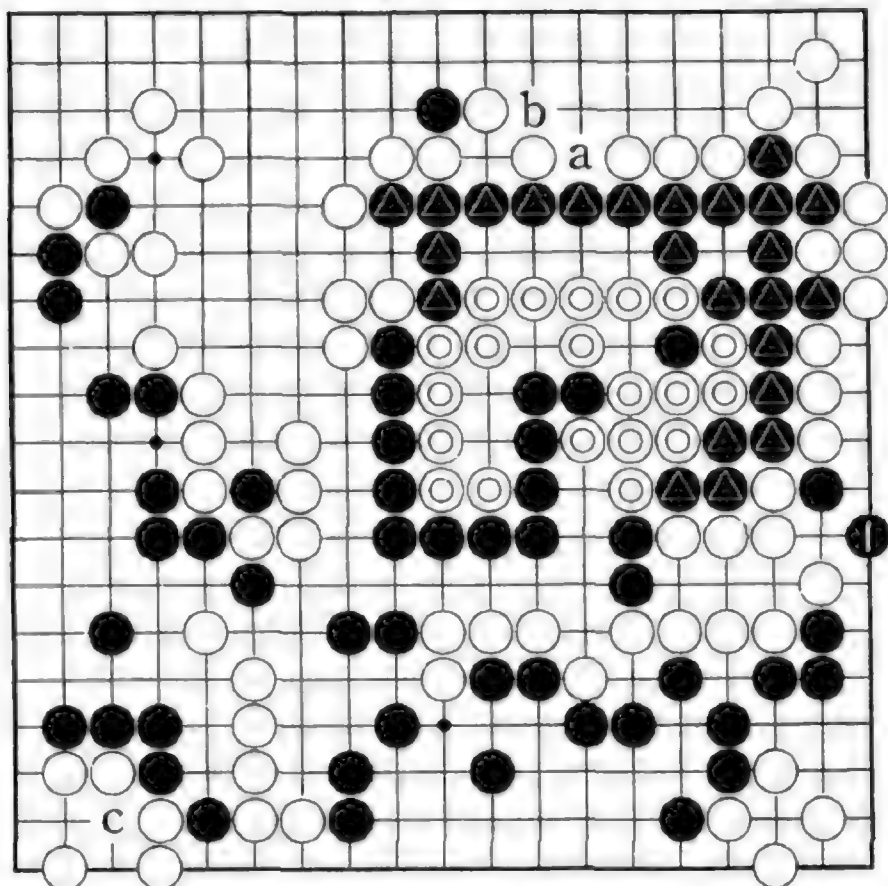


Dia. 15



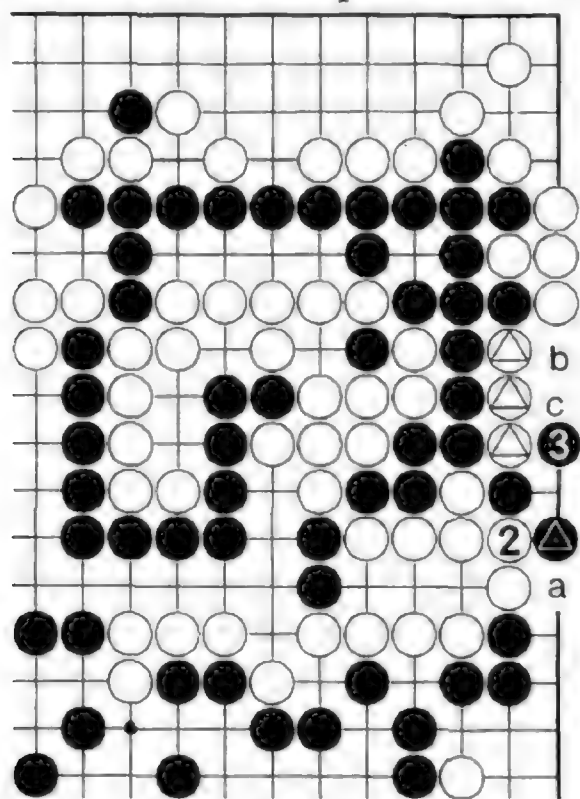
Dia. 16

Upset No.2



The Upsetting Move

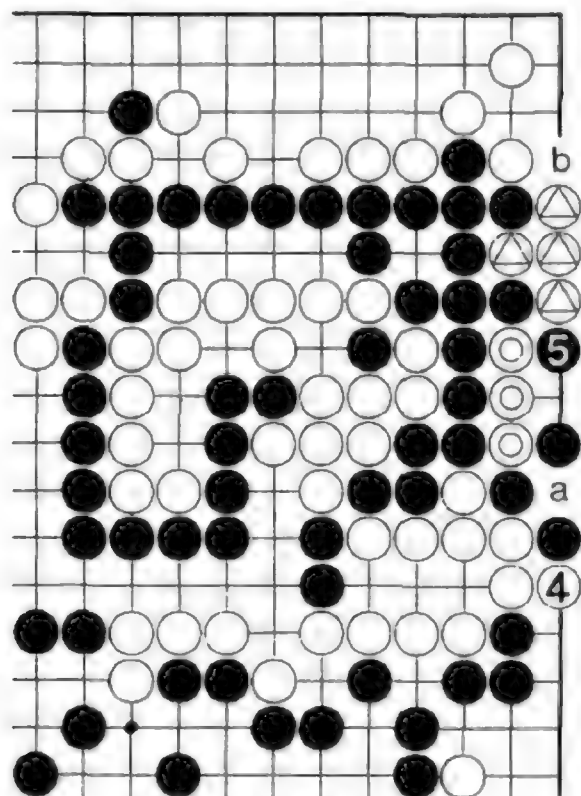
Black's diagonal move at 1 is the upsetting move. The triangled black group and the circled white one form a large seki. If Black can, by an assault on some of the stones surrounding his group, acquire a second eye, the seki will collapse and the circled white stones will fall captive of their own accord. Once one realizes this, Black 1 should not be too hard to find. Other moves one might think of are Black 'a' and 'b', but they will not succeed on their own. In the lower left corner Black has a move at 'c', but it does not suffice to upset the lead.



Dia. 1

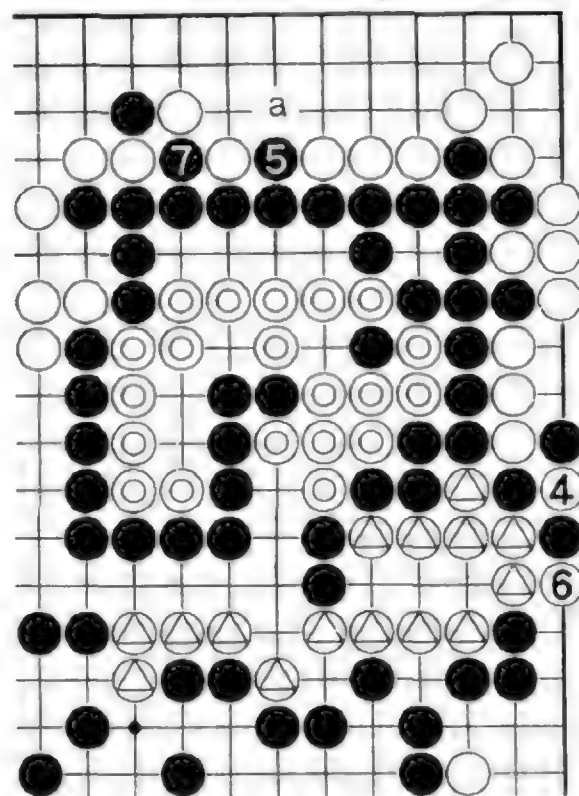
Dia. 1. Black's triangled move threatens to link up at 'a', so White must reply either there or at 2. If he plays 2, Black hanes at 3. This makes miai of 'a' and 'b', so White cannot

avoid fighting the ko. If White plays 2 at 'a', Black makes a throw-in at 'b', followed by White 'c' and Black 3, and again has a ko.



Dia. 2

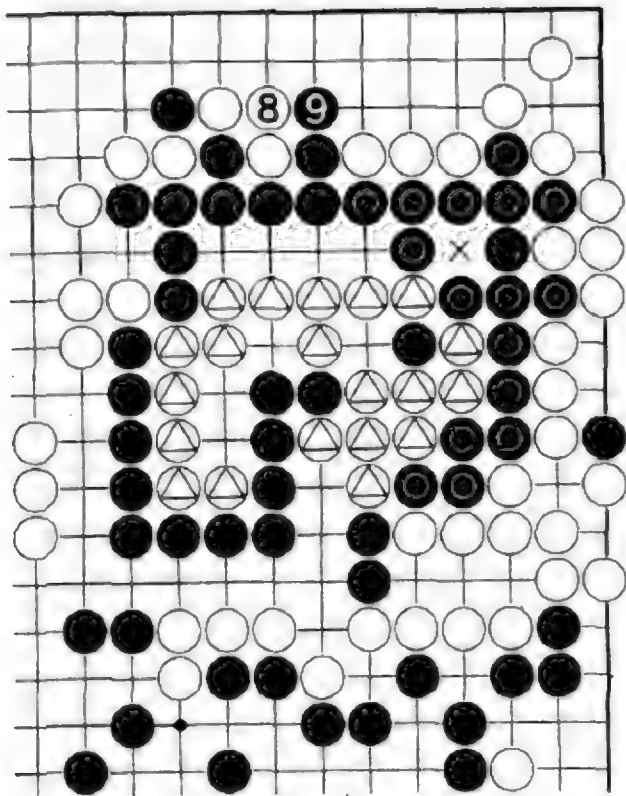
Dia. 2. After Black 3 in the last diagram it might seem that White can pull through safely by playing 4, but Black 5 is a double atari against the two marked groups, so White does not have time to capture at 'a'. From Dia. 1, then, he must embark directly on the ko.



Dia. 3

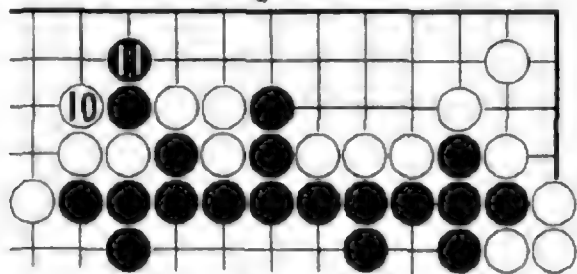
Dia. 3. White takes the ko with 4, but Black has a perfect ko threat at 5. If White answers at 'a', Black 7 will be the start of a long series of further ko threats, so White can only win and end the ko with 6. If he lost it he would not just lose his circled group; the triangled stones would be in danger as well. Black thus earns successive moves at 5 and 7.

Dia. 4. White 8 is the strongest resistance to them, but Black simply proceeds outward at 9.



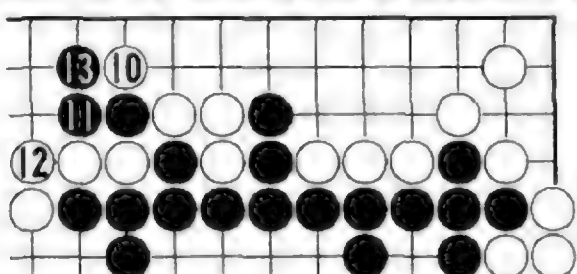
Dia. 4

His circled group already has one eye at the point marked x, so if it can make just one more, the seki will be broken and the twenty triangled white stones will be captured.



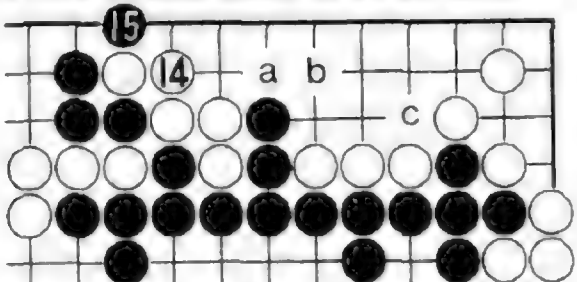
Dia. 5

Dia. 5. For White to give atari at 10 and send Black down to 11 would mean instant defeat.



Dia. 6

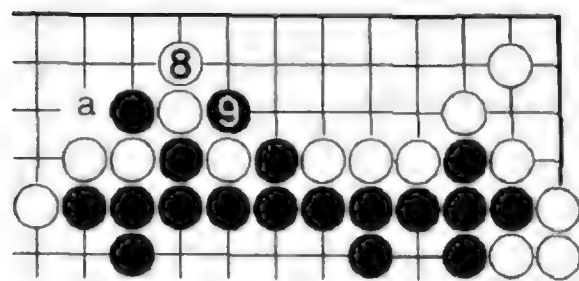
Dia. 6. So White gives atari from this side and connects at 12, but Black turns unmercifully at 13 and White's resistance is at an end.



Dia. 7.

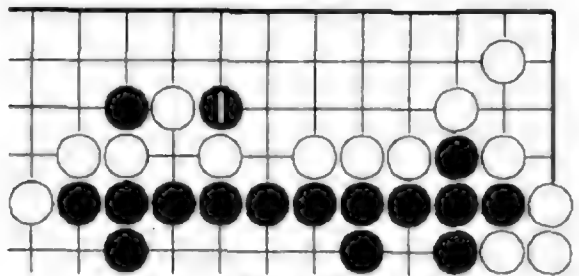
Dia. 7. If he connects at 14 Black wins the capturing race with 15, a standard tesuji. If he plays 14 at 'a', Black captures him with 'b', a move that also threatens 'c'.

Dia. 8. If instead of connecting at 8 in Dia. 4 White descends at 8 here, Black just captures at 9. Next White must play 'a', so Black has his eye in sente.



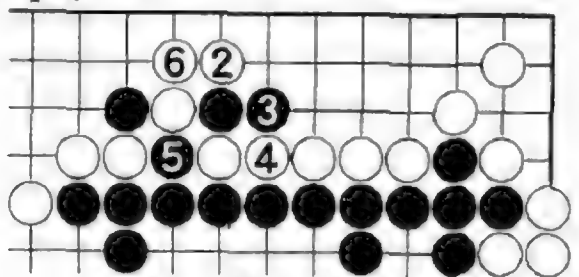
Dia. 8

Now having seen the move that works, let's look at a few that do not.



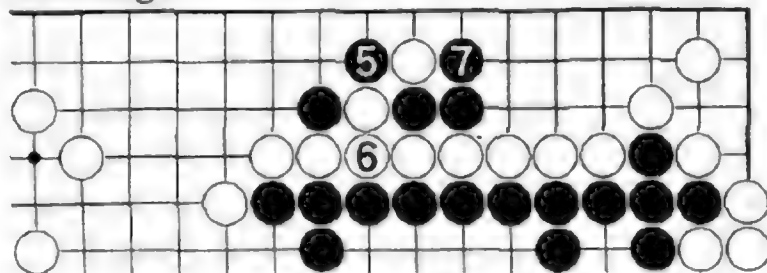
Dia. 9

Dia. 9. The attachment at 1 is a sort of tesuji in this shape, but –



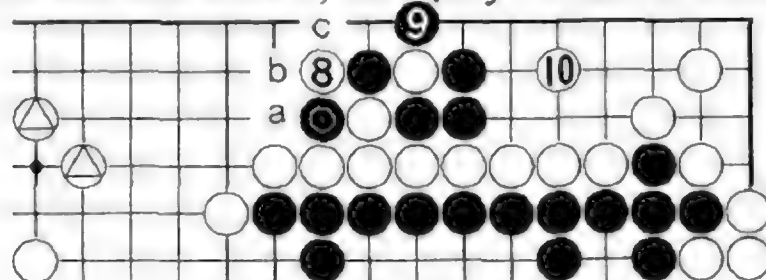
Dia. 10

Dia. 10. White 2 and 4 refute it. If Black plays 5, White connects at 6 and Black can do nothing.



Dia. 11

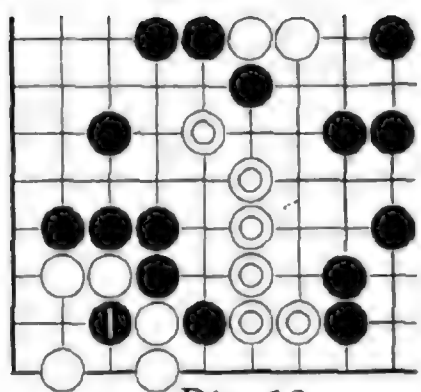
Dia. 11. In that case Black will give atari from this side with 5, then play 7. Can he live?



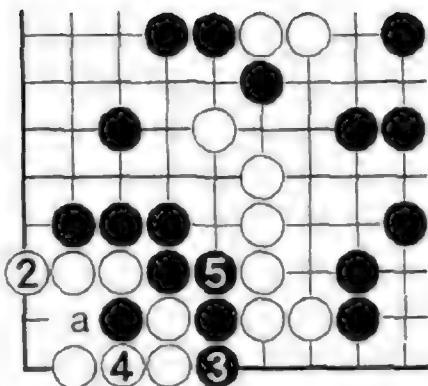
Dia. 12

Dia. 12. White trades 8 for 9, then plays 10, and Black is left helpless. If he comes out at 'a', White follows him with 'b', or if he plays 'b', then White 'a', Black 'c', and White connects at the circled point. Black cannot live in either case due to the presence of the triangled stones to the left.

Dia. 13. (next page) In the lower left corner Black 1 captures the six circled stones and earns a profit of nearly thirty points, but this falls short of being an upset.



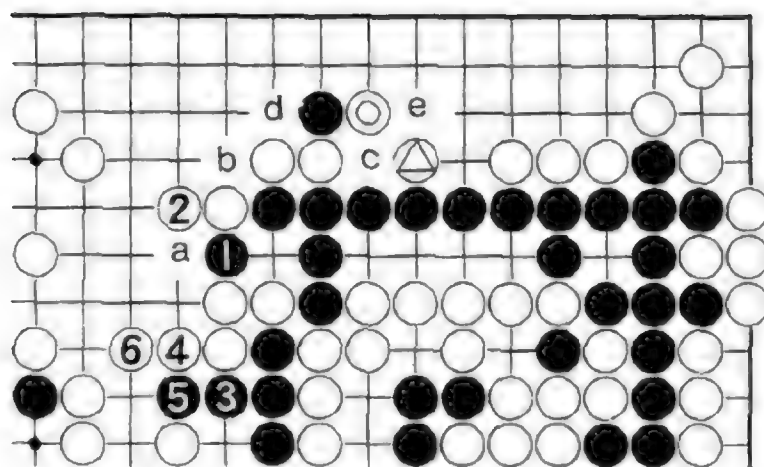
Dia. 13



Dia. 14

Dia. 14. White barely saves the corner with 2 and 4. If he played 2 at 5, Black 'a' would kill his entire group.

Dia. 15. This Black 1 is another move that might occur to one, but it yields only a small profit. If White answered Black 1 at 'a', how-



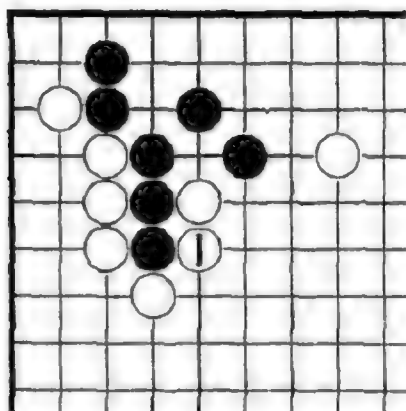
Dia. 15

ever, then Black 'b', White captures, Black 'c', White 'd', Black 'e', and Black would be back on the road to an upset.

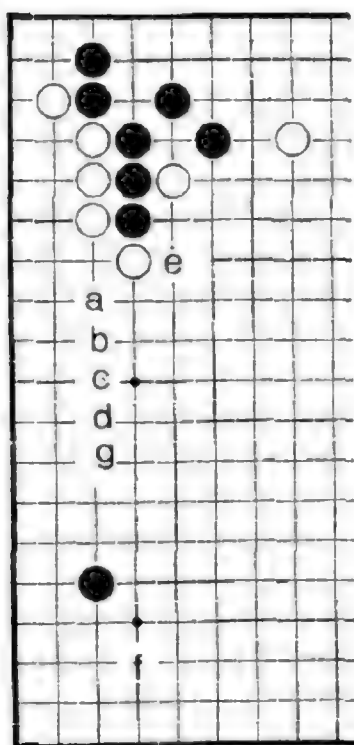
('Gekkan Gogaku', Sept. 1977. Translated by J. Davies.)

NEW JOSEKI

Recent professional innovations in joseki
selected and reported on by
Abe Yoshiteru, 8-dan



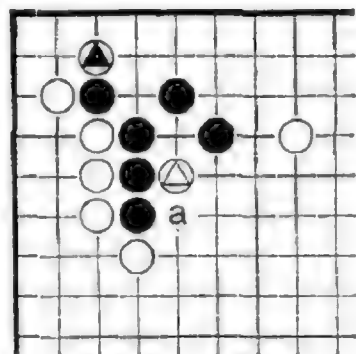
White accordingly extends in the a-b-c-d direction in Dia. 3, but there is something wrong



Dia. 3

with all of these extensions. White 'a' is too tight. White 'b' makes it too easy for Black to play 'e'. White 'c' is the most sensible, but is weak in this position because if White next plays 'f' in the corner, Black has room for a two-space counter-extension to 'g'. White 'd' is too wide, inviting a black invasion at 'b'. Kajiwara's new move offers a way out of all of these difficulties.

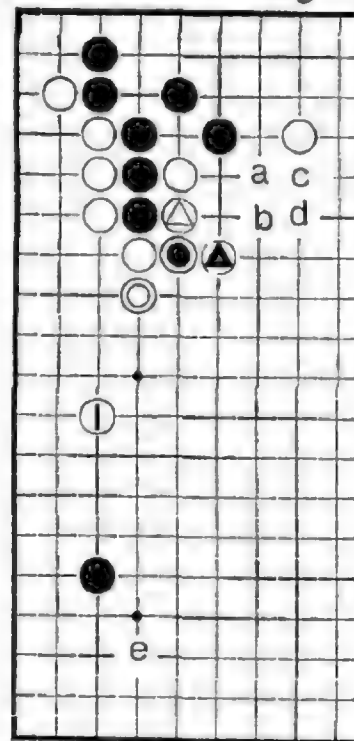
Kajiwara: 'I wonder if Black shouldn't play his triangled stone in Dia. 4 at 'a' to kill the activity of White's triangled stone. In the actual game Black captured two stones with 19 and 21, but White was left with forcing moves, so the result seems to favor him.'



Dia. 4

Tokimoto: 'White 18 was a move I never imagined. There was no choice about Black 19 and the rest.'

I would analyze this move in the following way. Let's think of the triangled and circled exchanges in Dia. 5 as having been made after

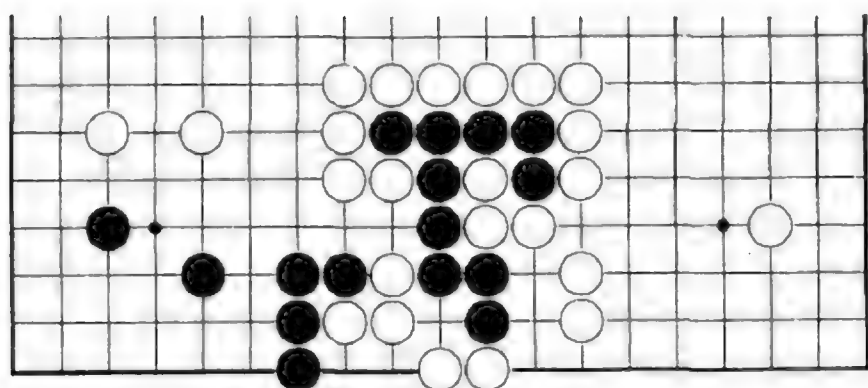


Dia. 5

White extended to 1. The triangled exchange is bad for White, but the circled exchange is worse for Black, since it helps White harden his position. The two stones White has sacrificed do not go to waste; they give him forcing moves at 'a' to 'd', not to mention a nice ko threat at 58 in the game figure. Finally, White 'e' has acquired severity. Elementary, my dear Watson, as Sherlock Holmes would say.

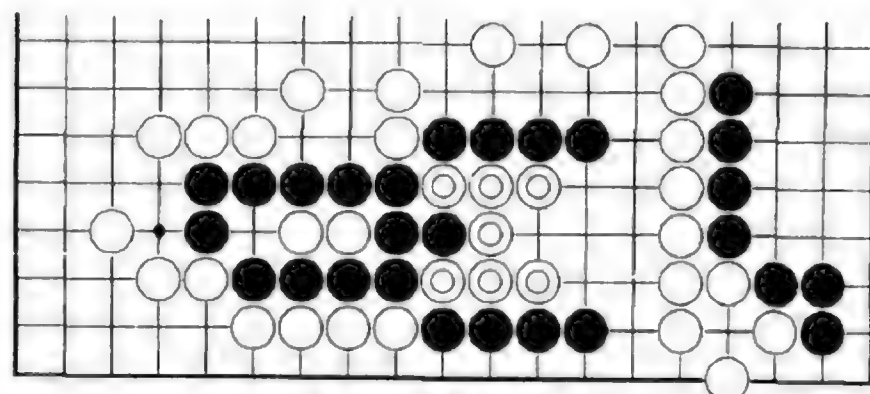
(From 'Igo Shincho', January 1978. Translated by James Davies.)

DOCKING EXERCISES



First Exercise

First Exercise. At first glance Black's ten center stones seem to be in a hopeless state, but they can save themselves by docking with the corner group.



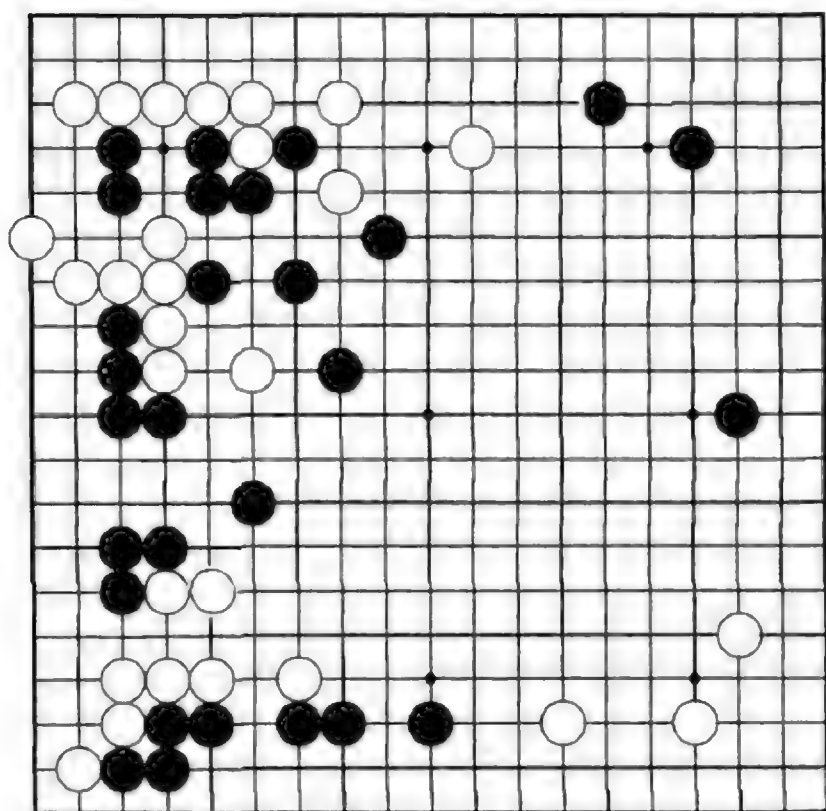
Second Exercise

Second Exercise. Here Black must effect a triple conjunction. The only way to do that is to capture the seven circled stones that are in the way.

Solutions on page 56.

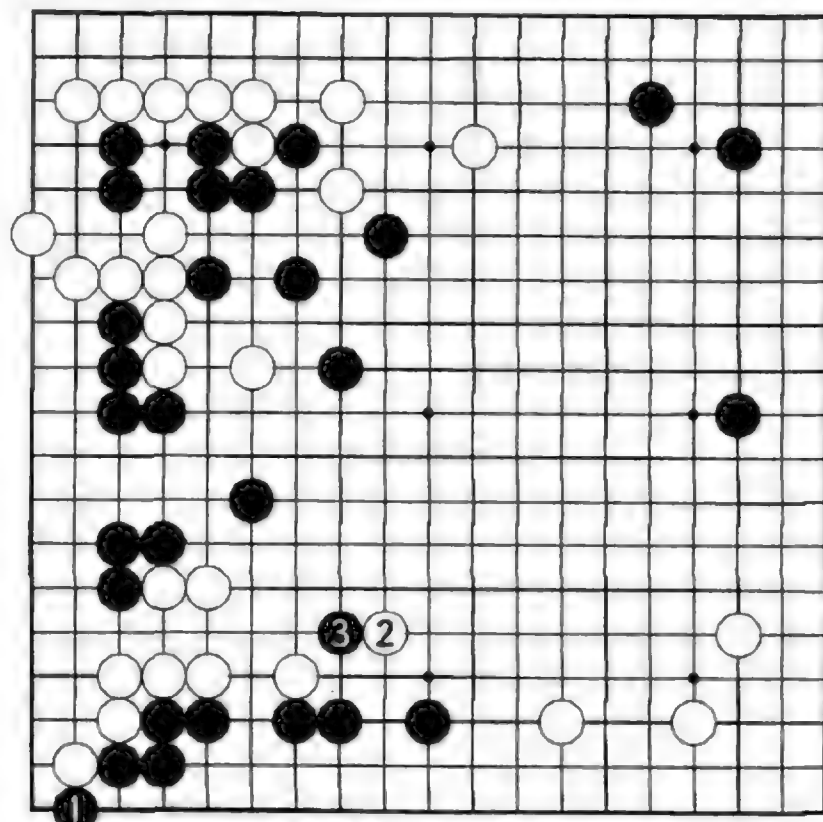
BLUEPRINT 361

Miyamoto Naoki, 9-dan



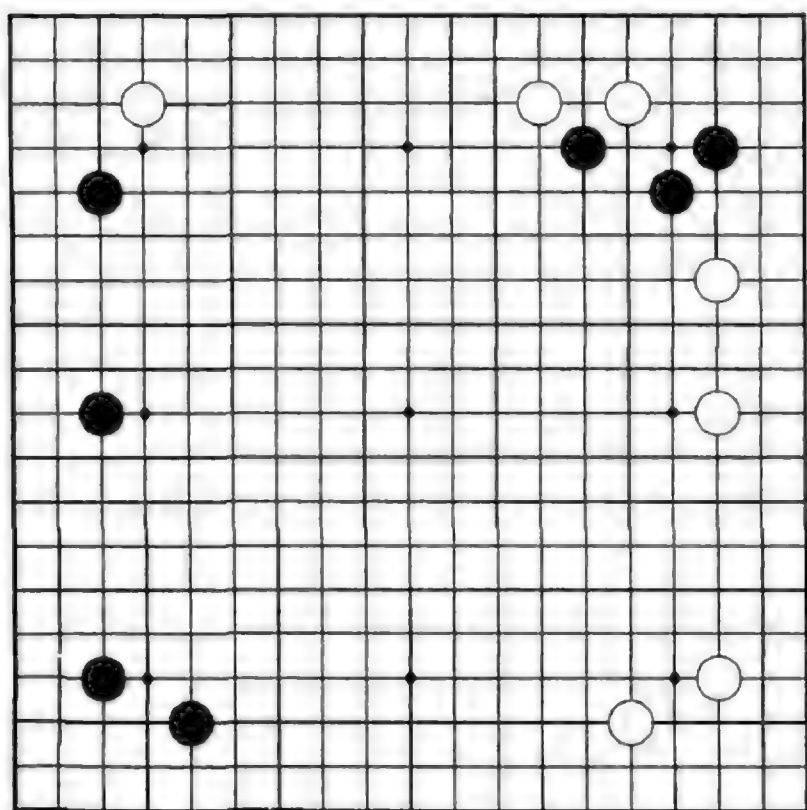
Position 1

Position 1. Black to play. Which of the three blueprints at right is best?



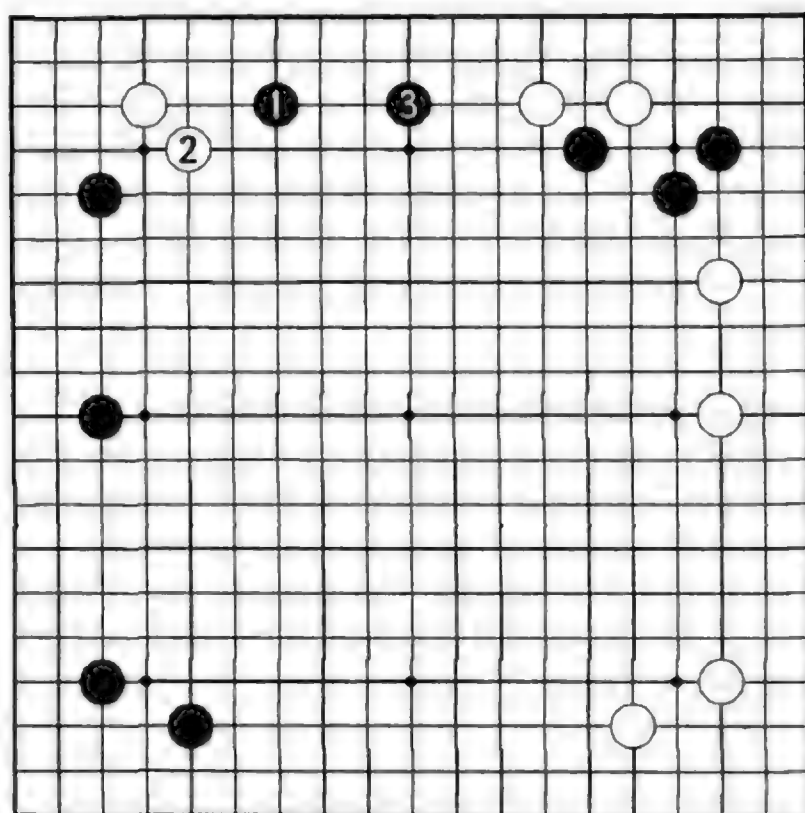
A's Blueprint

A: Black can start by gouging the eyes from that group in the lower left with 1. White will probably play 2, but then Black pounces on him with 3. White will have a hard time living.



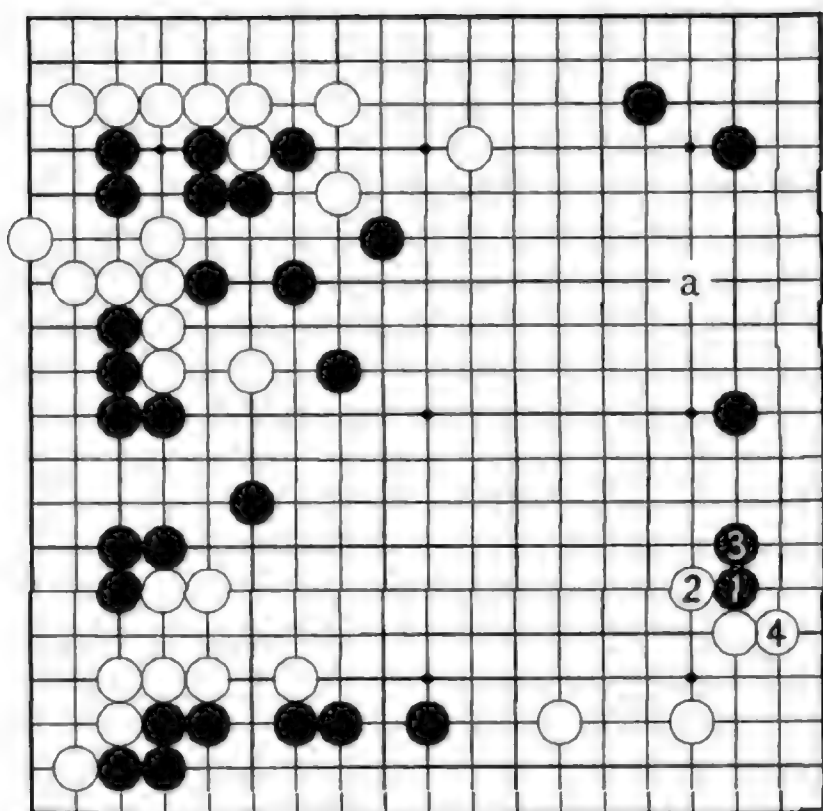
Position 2

Position 2. Black to play.



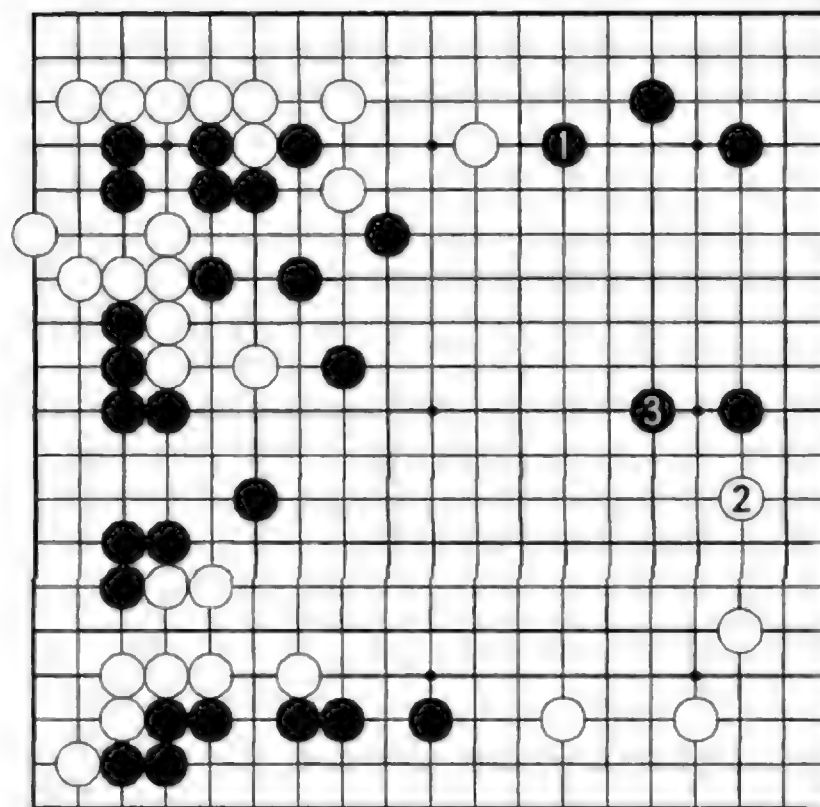
A's Blueprint

A: Black should pincer the upper left corner with 1. If White comes out at 2, Black extends to 3. Next he can attack either the white group to the right or the one to the left.



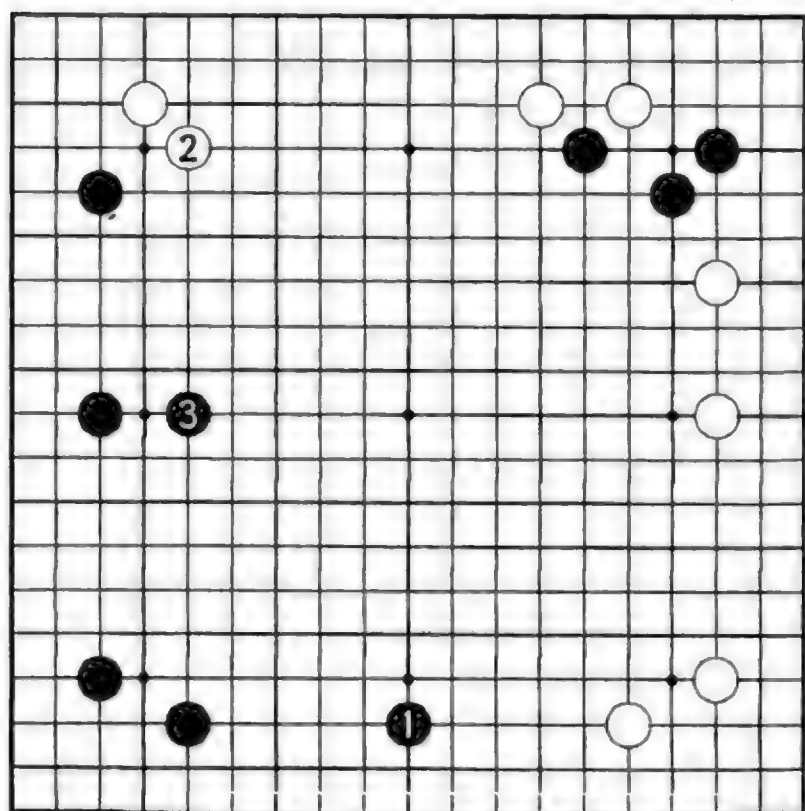
B's Blueprint

B: There's nothing particularly urgent on the board but the right side is large, so Black should try the attachment at 1. If White plays 2 and 4, Black can take the lead with 'a'.



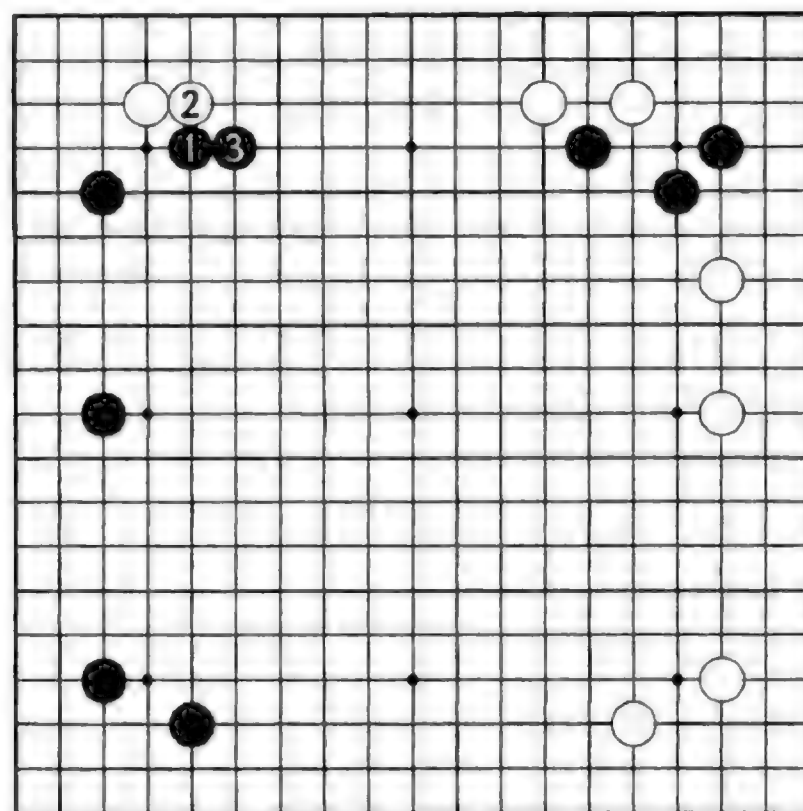
C's Blueprint

C: I'd extend to 1. If White extends at 2 Black can form a large framework by jumping to 3.



B's Blueprint

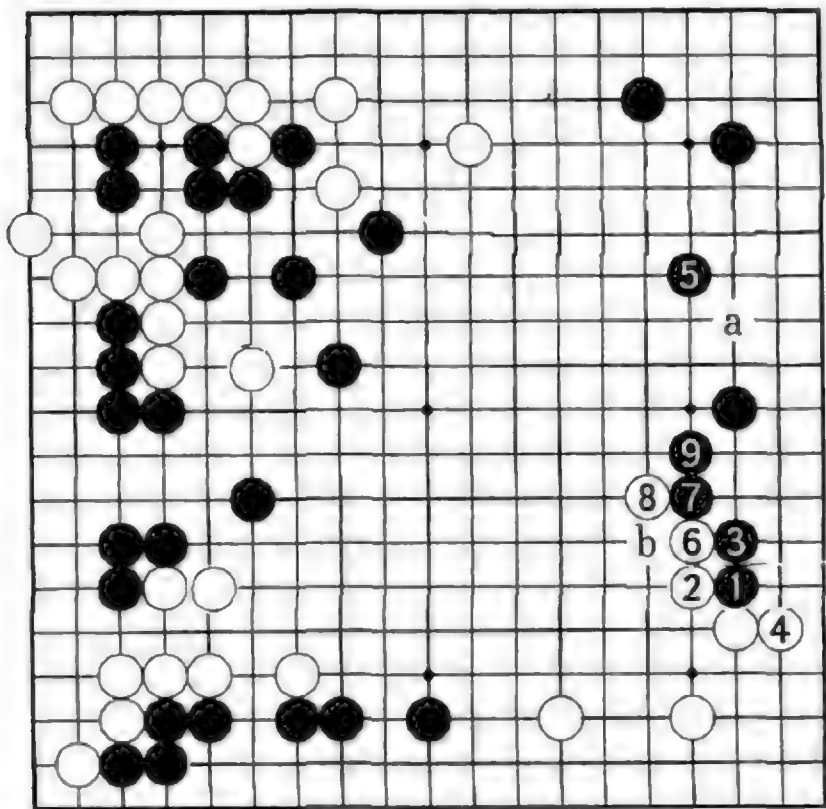
B: Black should relax and occupy the large points, starting with 1 on the lower side. If White plays 2, Black 3 makes a good framework in the lower left.



C's Blueprint

C: Pressing at 1 has always been standard in positions like this. White 2 and Black 3 follow automatically, and the scale of the left side is immense.

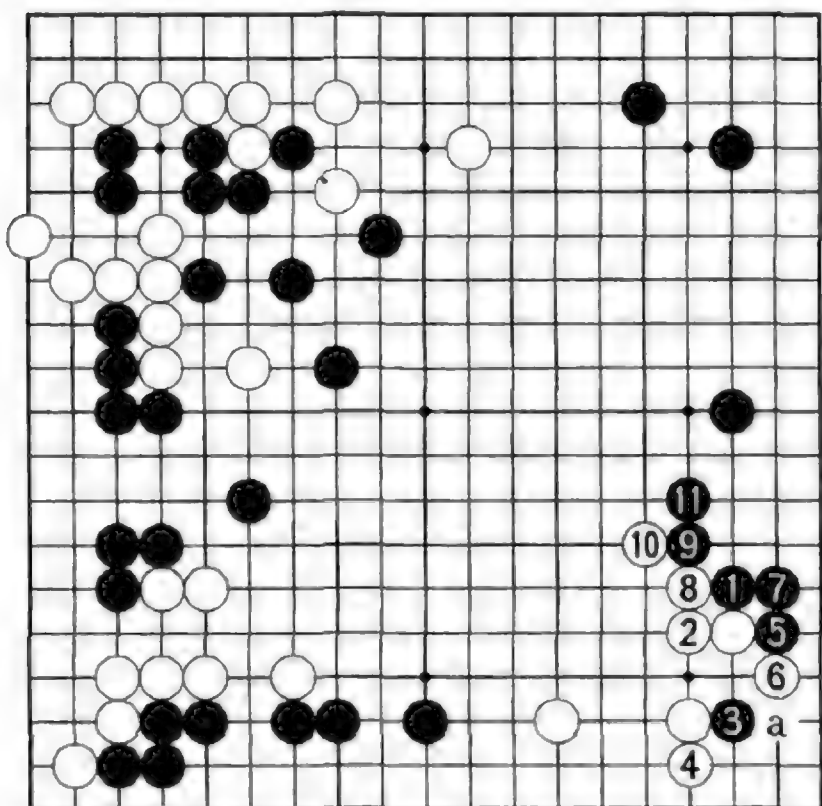
Position 1. From a game between Ota Yuzo (black) and Honinbo Shuwa. B's blueprint is correct.



Correct Answer

Correct Answer. Black does not have a decisive attack on the white group in the lower left, so the right side is the largest place, but if Black just extends two spaces to 3, White will invade at 'a'. The extension and the invasion are miai.

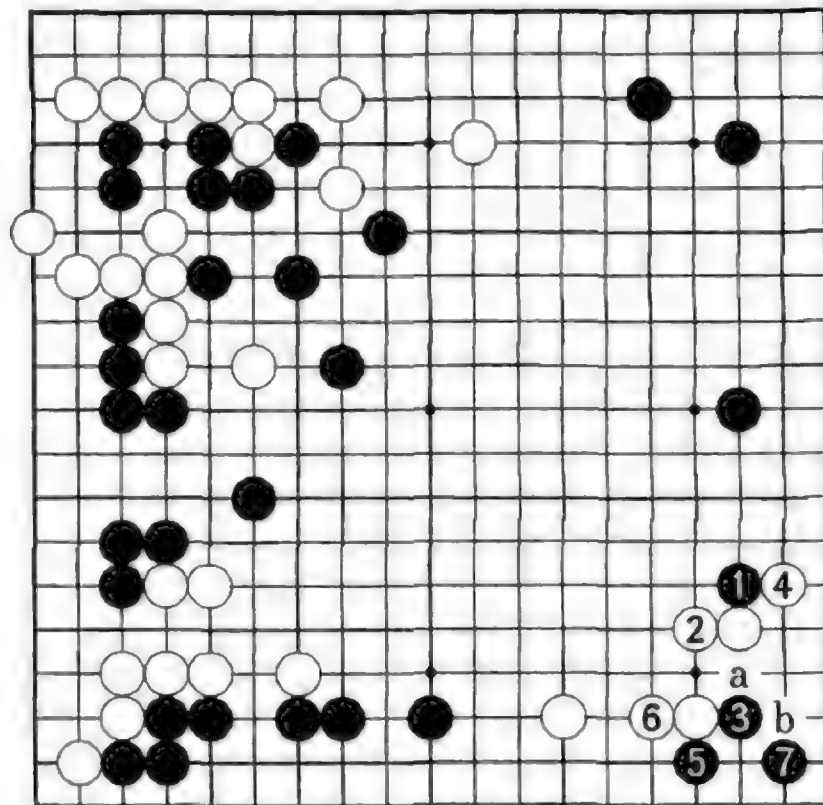
If Black can play 1 and 3 in sente, then take 5, he gets both points of this miai. Next White plays 6 and 8 to keep Black from turning at 6, but Black just defends with 7 and 9, leaving a cutting point at 'b'. The effect of the attachment at 1 is to enable Black to occupy the last large point on the board.



Dia. 1

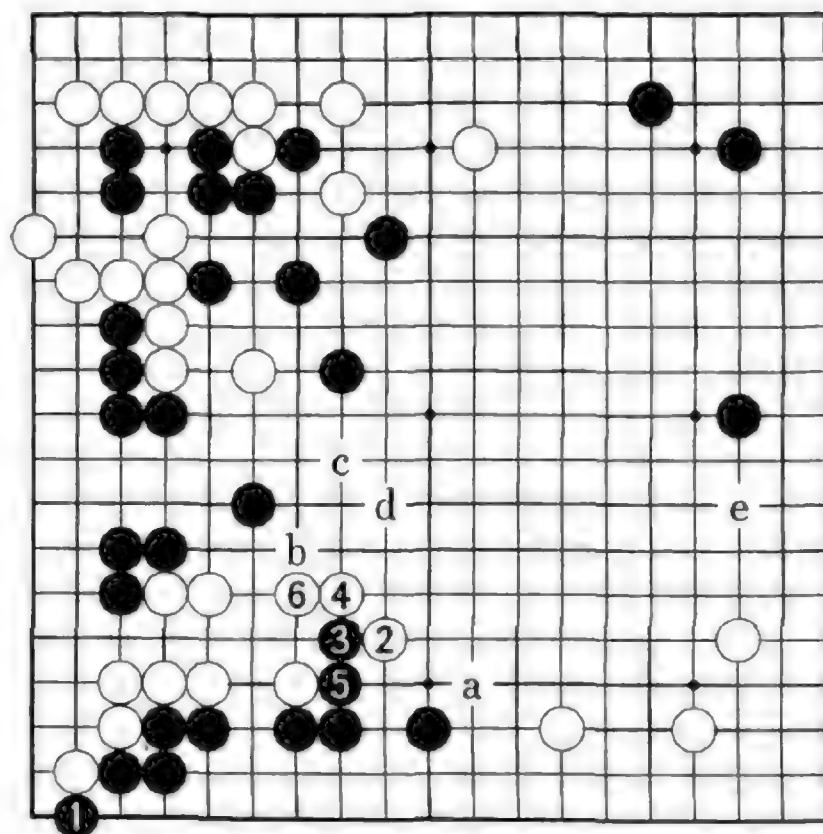
Dia. 1. What if White answers Black 1 by extending upright with 2? Black then has a tesuji

at 3. If White plays 4, Black hanes and connects at 5 and 7. White 8 to Black 11 finish the sequence, but Black has a large move left at 'a', and a promising game.



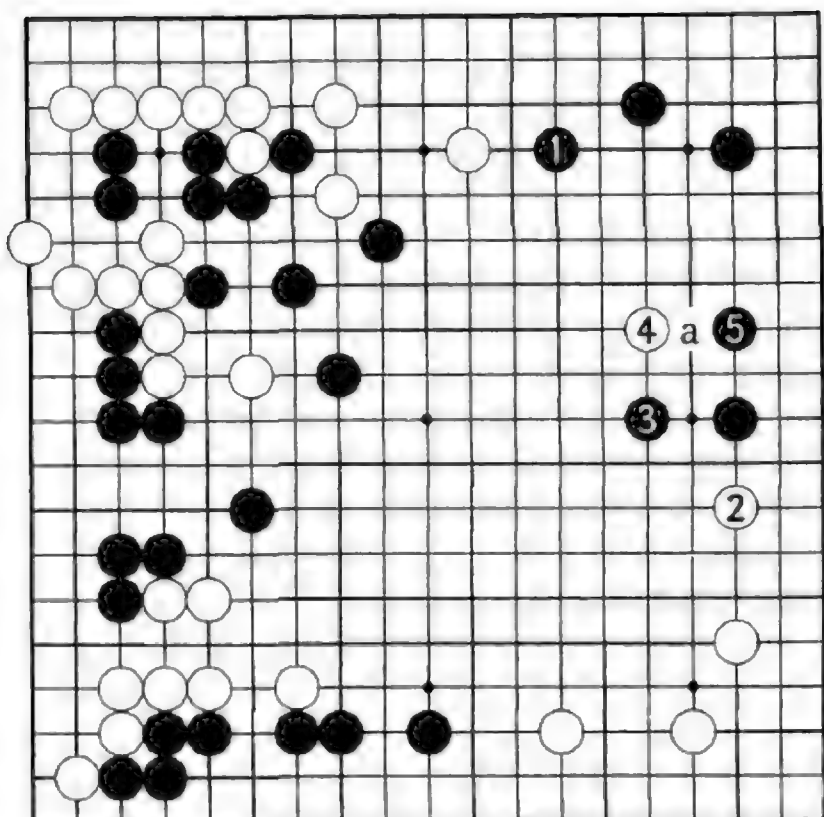
Dia. 2

Dia. 2. If White tries to retaliate against Black 3 with the hane at 4, Black lives easily with 5 and 7. If White thrusts sideways with 4 at 'a', Black can descend at 4, threatening Black 'b'.



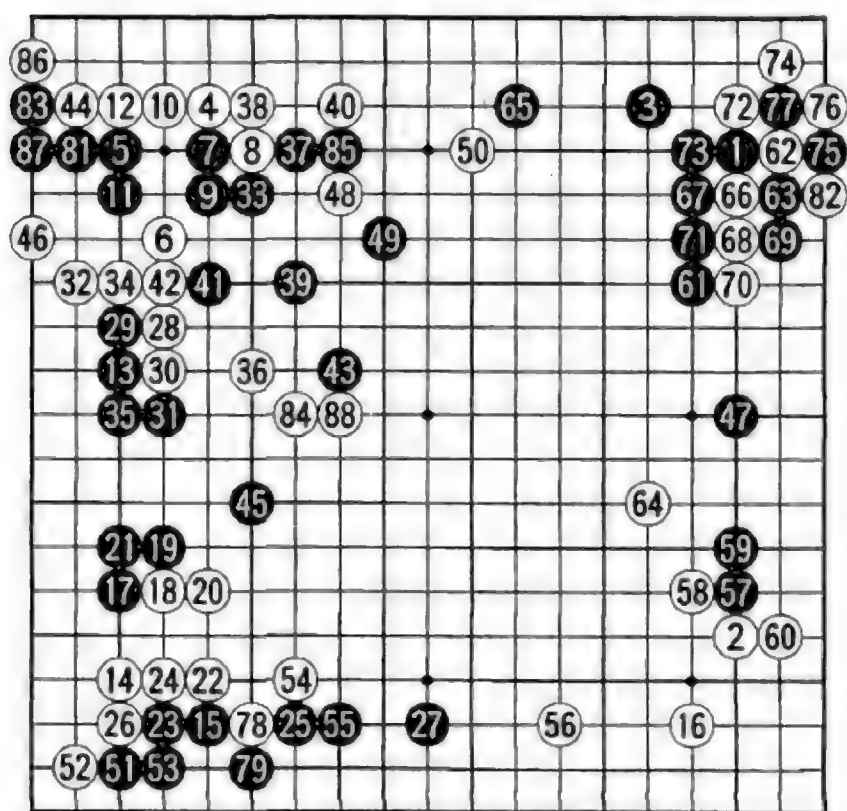
Dia. 3

Dia. 3. A wanted to take the initiative by stealing White's eye space and attacking, which is a fine idea, except that after White 4 and 6 Black's attack runs out of momentum. If Black shifts 3 to 'a' White can defend with 'b', Black 'c', White 'd', or even ignore Black 'a' and extend to 'e'. Another reason for Black not to play 1 is that depending on how the game develops later, he may prefer to attack at 6 instead.



Dia. 4.

Dia. 4. C was satisfied to extend to 1 and answer White 2 by jumping to 3, but White 2 is simply too large to allow. Black 1 is smaller in comparison, and the 4-5 exchange considerably reduces the value of Black 3. It would be better to use 3 to defend at 'a'.



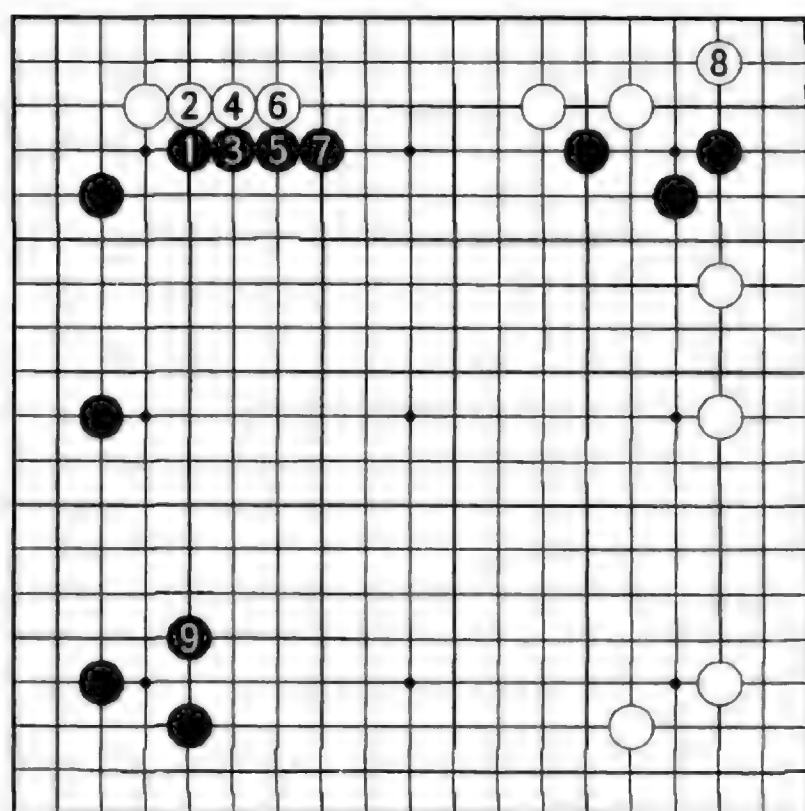
Reference Figure (1 - 88)

80: ko

Reference Figure. White 28 to 32 were unique Shuwa-style moves, backed up by deep reading. Black maintained his first-move advantage by giving atari at 37 and getting the large point at 47, but in the end White won by three points.

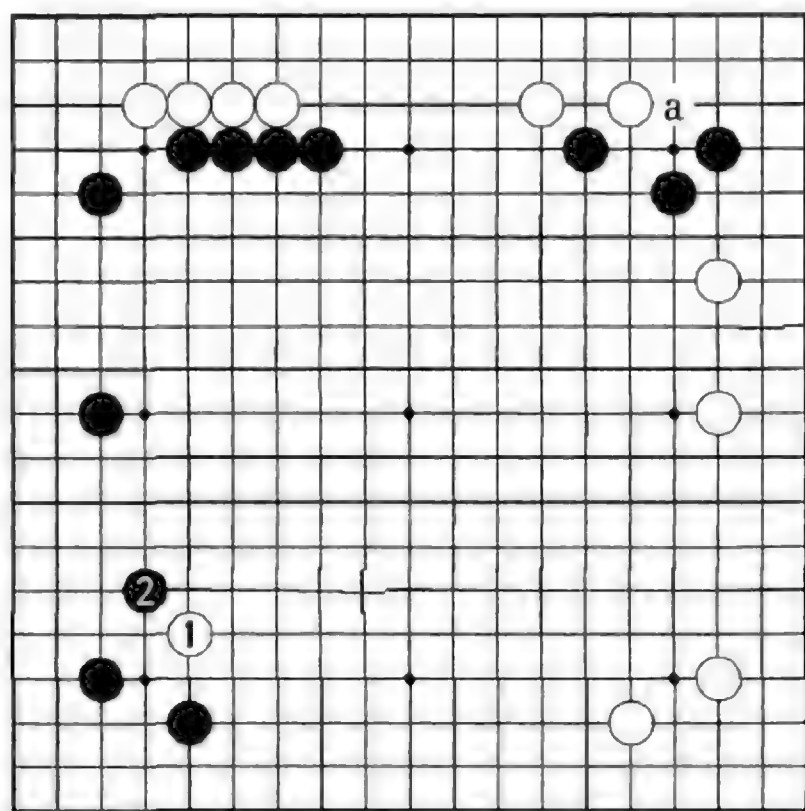
Position 2. From a game between Yasui Sanchi (black) and Honinbo Shuwa. C's blueprint is correct.

Correct Answer. The location of the circled black stone, under the star point on the left side,



Correct Answer

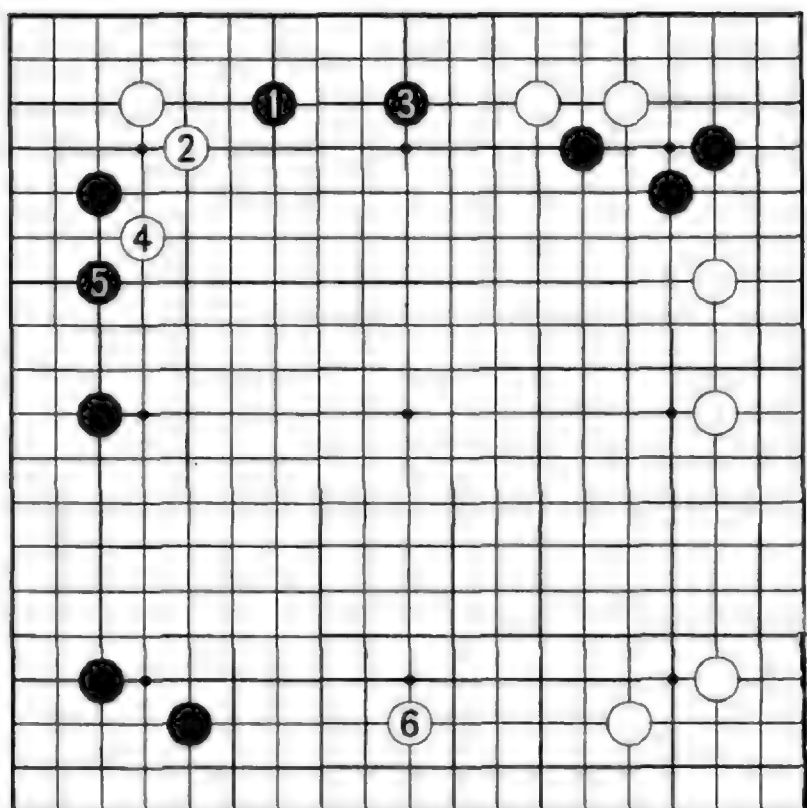
is just right for Black 1. White can only crawl with 2, and Black keeps pressing with 3, 5, and 7. Here White will probably cease crawling and switch to 8, but then all Black has to do is to build up the left side with 9, following the framework principle of 'the bigger the better'. White's position on the upper side is too low.



Dia. 1

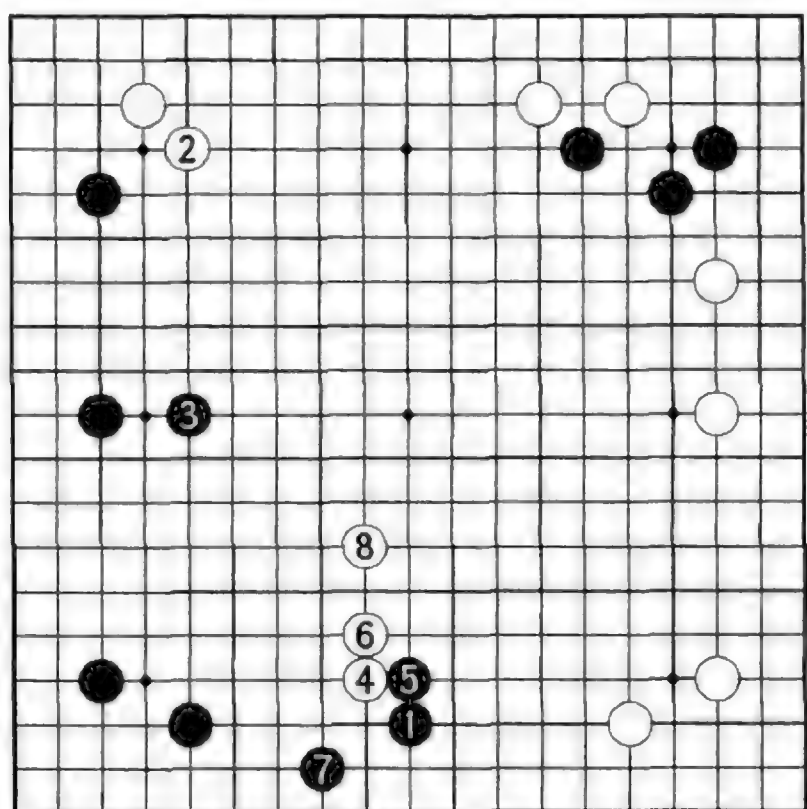
Dia. 1. Instead of playing 8, White may decide to reduce Black's framework with 1, but Black can be satisfied to defend in the ordinary way with 2. Having the prospect of attacking with the diagonal contact play at 'a' on the upper side, he holds the lead.

Dia. 2. (next page) A's plan was to crowd White with 1 and extend to 3, threatening the groups to the right and left. This is a fairly



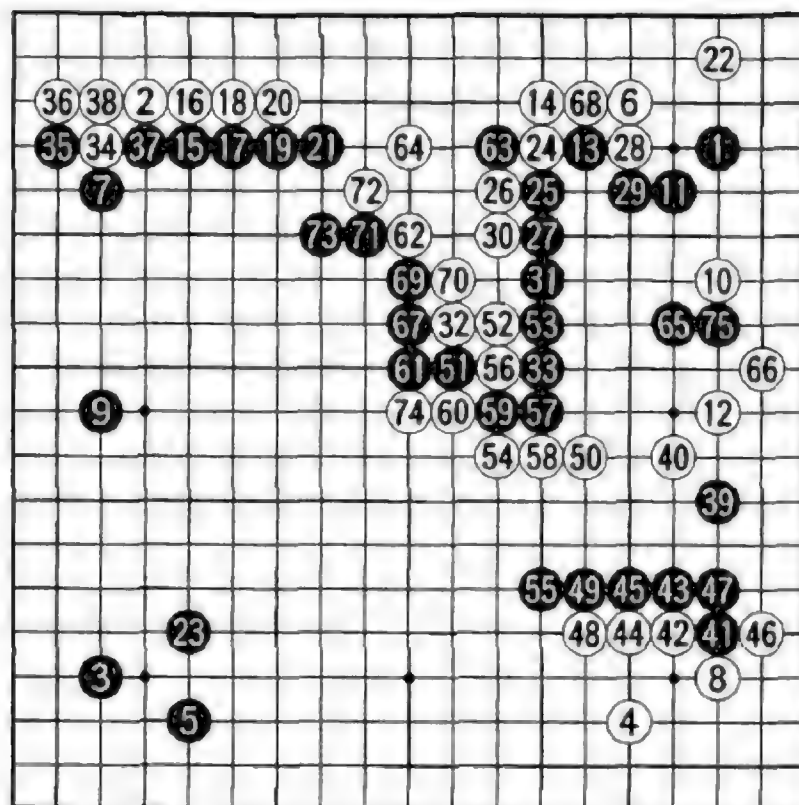
Dia. 2

good idea, but it is wrong to let White have the key point at 2. White 4 is also ideal. Black defends at 5, but his formation on the left side no longer exerts its full force. He also loses the large point on the lower side at 6, and White seems well entrenched for a long struggle.



Dia. 3

Dia. 3. B's plan was to rush to the large point at 1 and answer White 2 by expanding his lower-left framework with 3. At first this blueprint seems quite playable, despite White's getting the key point at 2, but in fact Black is just setting himself up for the shoulder play at 4. Given the standard continuation at 5 and 7, White jumps to 8 and Black's framework to the left fades into insignificance. If Black is going to play on the lower side he should play high, at 5 instead of at 1.

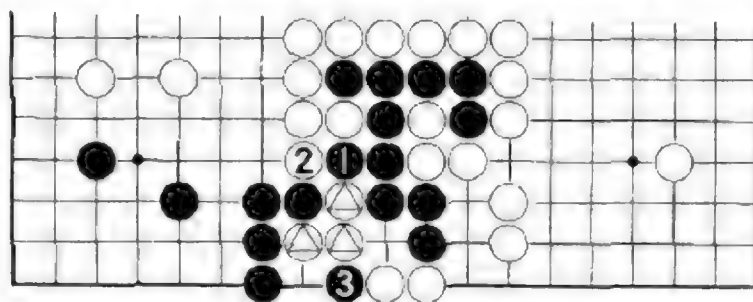


Reference Figure (1 -75)

Reference Figure. Black 15 to 23 went exactly according to plan. Black's framework on the left dominated the game to the end, giving Sanchi an easy fourteen-point victory.

(Translated from the December 1976 'Igo Shincho' by James Davies. This article concludes the series.)

Solutions to Docking Exercises

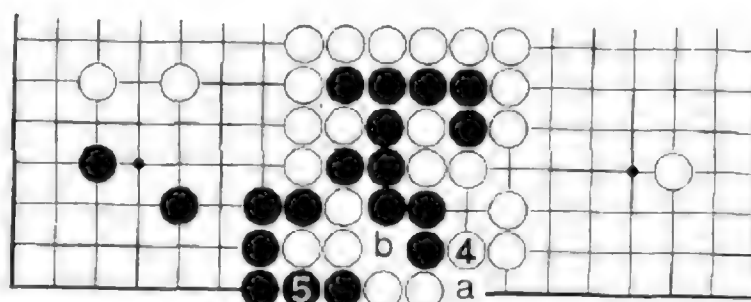


Dia. 1

Dia. 1. (first exercise) Black 1 and White 2 must come first, but Black 3 is the tesuji. The triangled stones are captured.

Dia. 2. If White 4, Black 5. Or if White plays 4 at 'a', Black 'b' captures him in a snapback.

Dia. 3. (second exercise) (page 61) Black must cast his net at a distance from his prey. Next if White 'a', Black 'b', White 'c', Black 'd', then White is in atari. His circled group cannot escape.



Dia. 2

(continued on page 61)

PROFESSIONAL ENDGAME v. AMATEUR ENDGAME

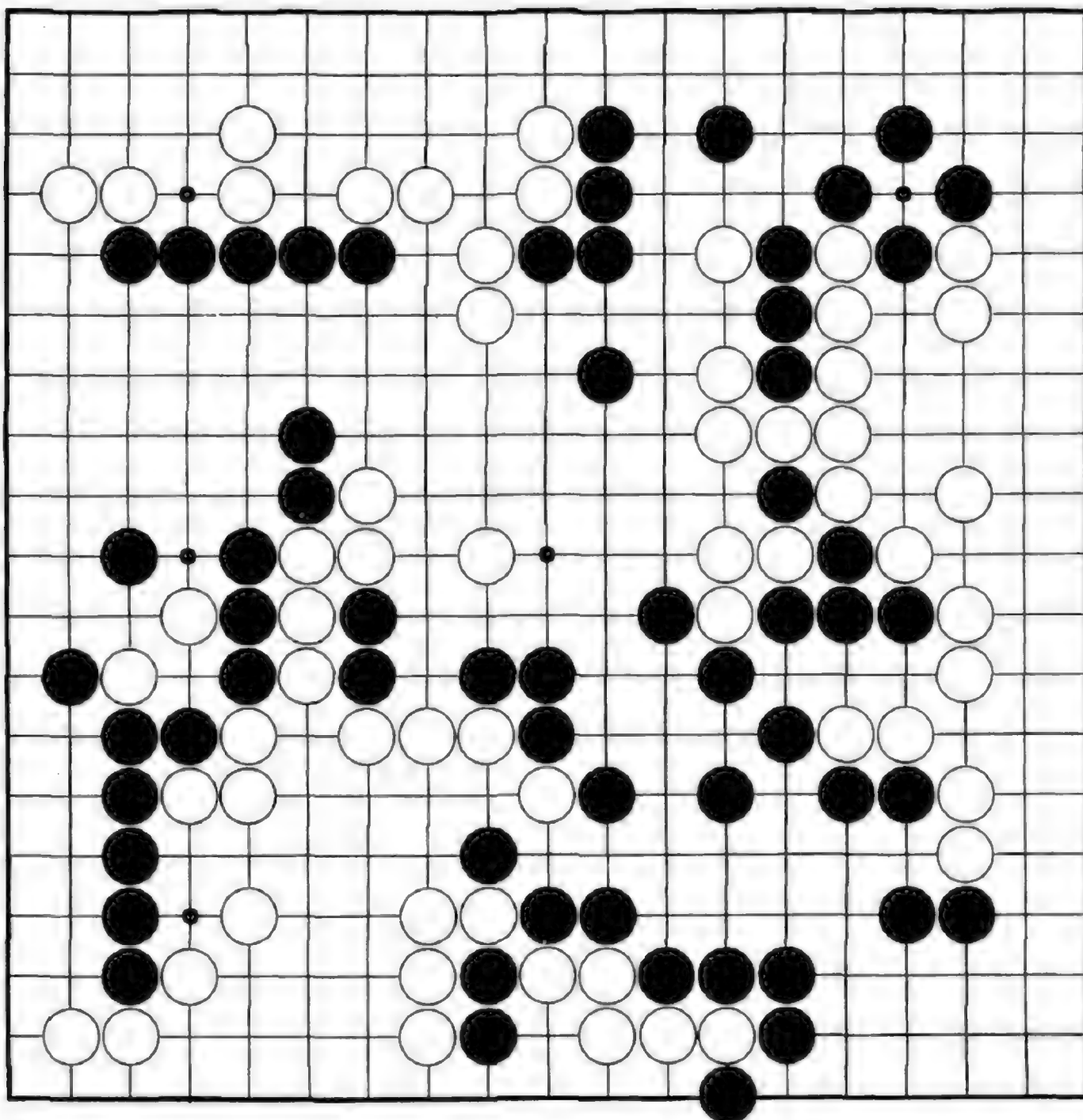
Purpose: To see just how much stronger a professional is than an amateur in the endgame.

Procedure: Starting from the position below, three players makes two independent runs to the end of the game. White is the same professional both times, but Black is another professional in the first run and an amateur in the second. The point of the competition is not who wins each run, but how much better the professional Black does than the amateur.

The Players:

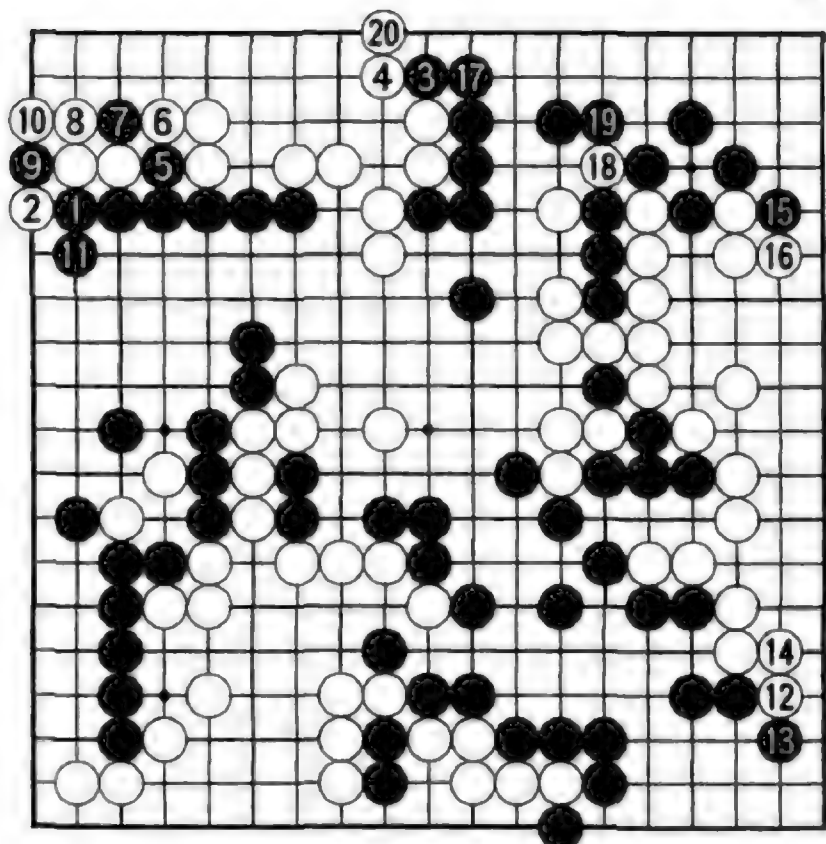
	Professional White	
	Tanida, 6-dan	
Professional Black		Amateur Black
Yamazaki, 6-dan		Tanigawa, 4-dan

Challenge: Find an opponent and play the game out yourself before reading the article, then compare your performance with that of the players above.



*Starting Line: Black to play
No prisoners have been taken*

ROUND 1

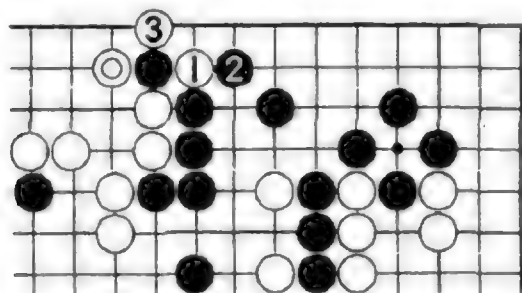


Amateur-Pro (1 - 20)

From the starting line to White 20, the amateur-pro and pro-pro runs were identical. Even if this was due to chance, it was a remarkable occurrence.

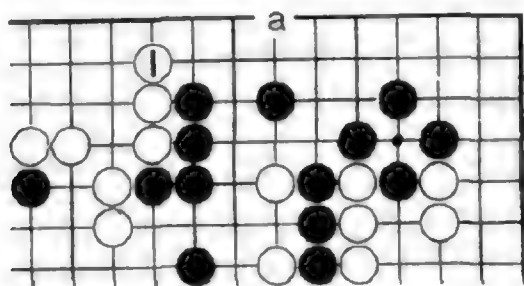
Black's first move at 1 in the upper left corner was probably not hard to choose. For size, it stands in a class by itself. The reader should have spotted it immediately.

Playing the hane at Black 3 was another sure move. Black makes a profit even without connecting here, for if White plays after the circled exchange in Dia. 1, all he can do is cut and



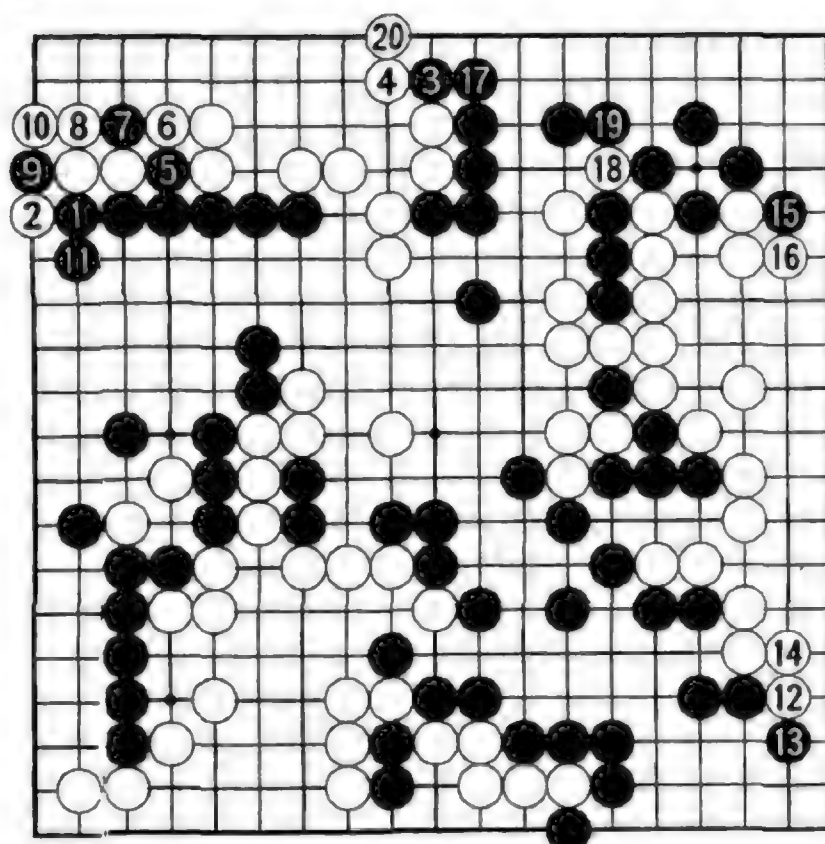
Dia. 1

capture with 1 and 3. Compare this with Dia. 2, where he can descend at 1, threatening to slide



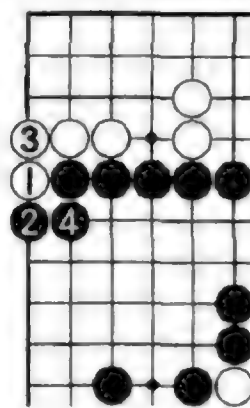
Dia. 2

in to 'a'. Dia. 1 is gote for White, so Black need not rush to connect at 1.

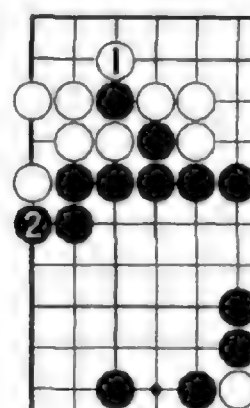


Pro-Pro (1 - 20)

Next, in the upper left corner, we see a standard endgame tesuji. If Black blocks in the usual way at 2 in Dia. 3, White will connect



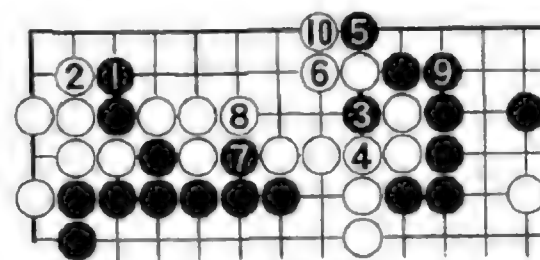
Dia. 3



Dia. 4

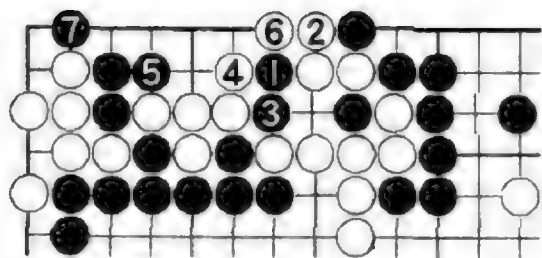
at 3 and Black at 4. After Black 5 to 11 in the figure, White 1 and Black 2 in Dia. 4 are inevitable sooner or later. White's corner territory is clearly less in Dia. 4 than in Dia. 3. This pattern arises from a common 3-5 point joseki, so it is worth adding to one's repertoire of post-joseki endgame techniques.

White played the hane and connection at 12 and 14, but perhaps he should have descended at 15 instead. Black, for his part, should probably have played 1 to 9 in Dia. 5 instead of connecting at 17 in the figure. Dia. 5 is one point (at least) better for him if White blocks at 10,



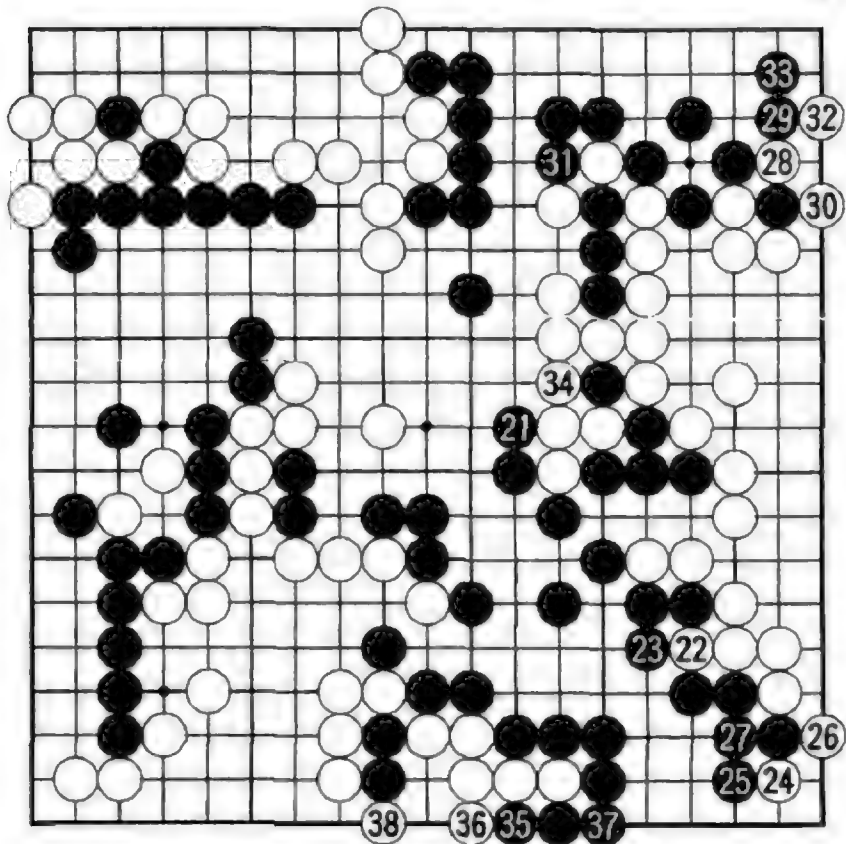
Dia. 5

and if White does not block at 10, Black has the attachment at 1 in Dia. 6. White cannot cut him off with 2, for Black 3 to 7 mean a serious ko.



Dia. 6

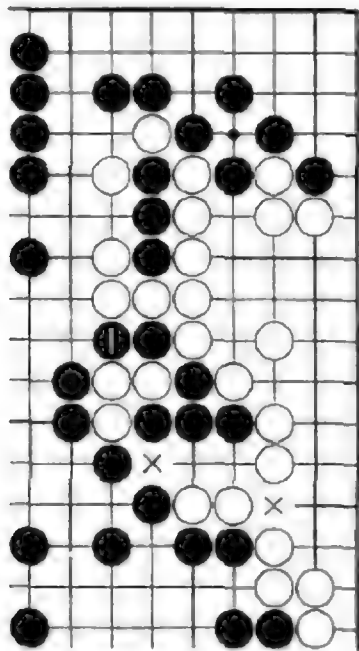
ROUND 2



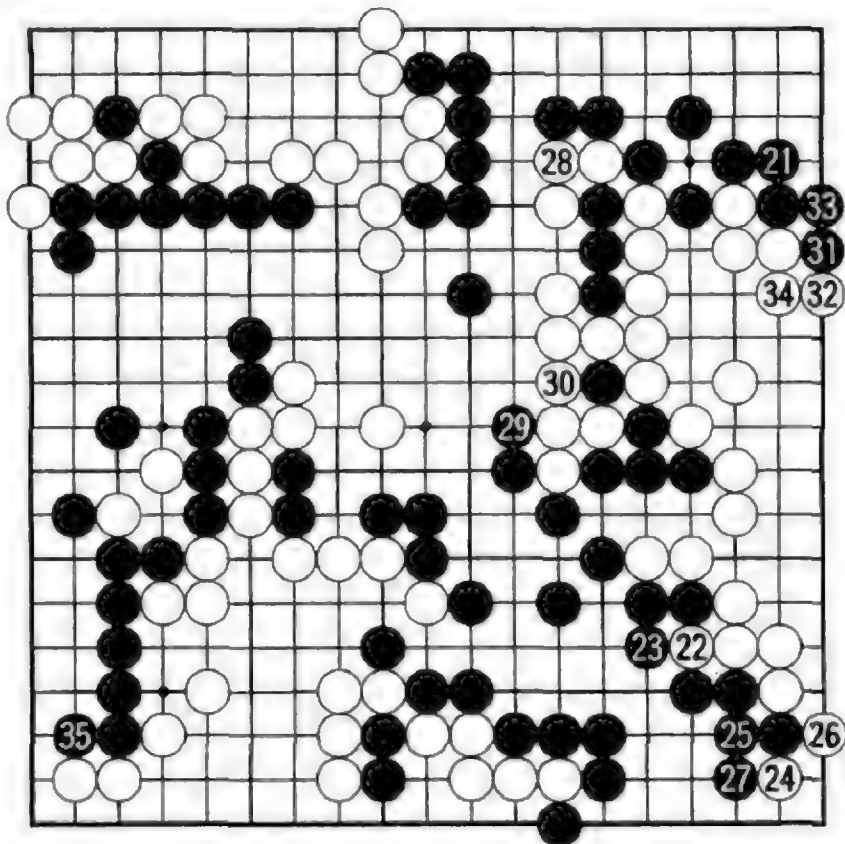
Amateur-Pro (21 – 38)

From this round on the amateur and professional black moves began to differ. Note that in the amateur-pro run White went for some time without answering Black 21. Black 21 was played too early; let's see why.

Looking at Dia. 7 below, we first note that if White were to push out at the circled point, Black would not have to reply. There was, then, no urgent need for Black to occupy the circled point. That he occupied it too early can be demonstrated by counting. If he plays another



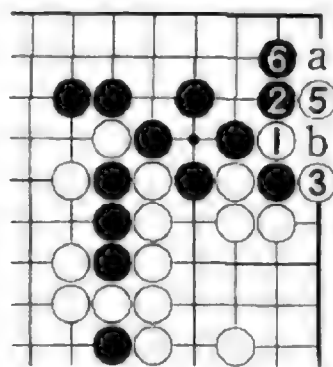
Dia. 7



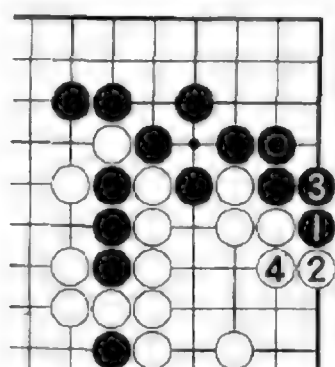
Pro-Pro (21 – 35)

move at 1, then with two moves, both gote, he has gained just over nine points, (eight points for prisoners won or lost, half a point at each of the x's, and perhaps something in the center).

Contrast this with Dias. 8 and 9. Even if

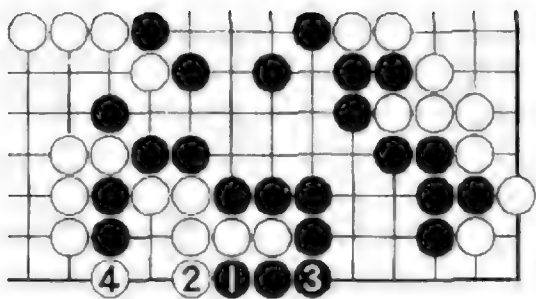


Dia. 8

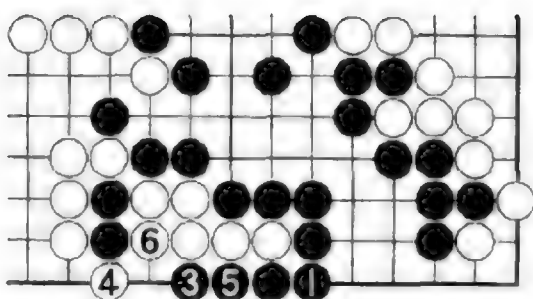


Dia. 9

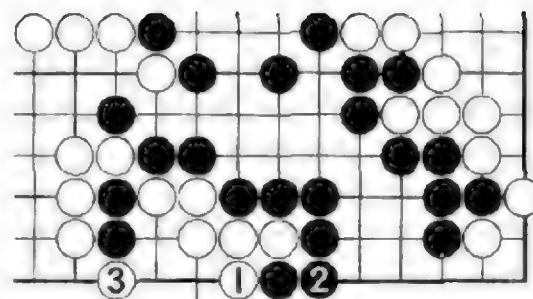
we assume Black 'a' and White 'b' in Dia. 8, there is still a ten-point difference between that and Black's making the circled connection in Dia. 9, then getting 1 and 3 in sente. Since the possibility that White will play 'a' in Dia. 8 must also be considered, the value is more than ten points. Thus when White played 28 and 30 on the amateur-pro board, Black suffered his first loss. His second loss came at Black 35.



Dia. 10



Dia. 11
2 elsewhere

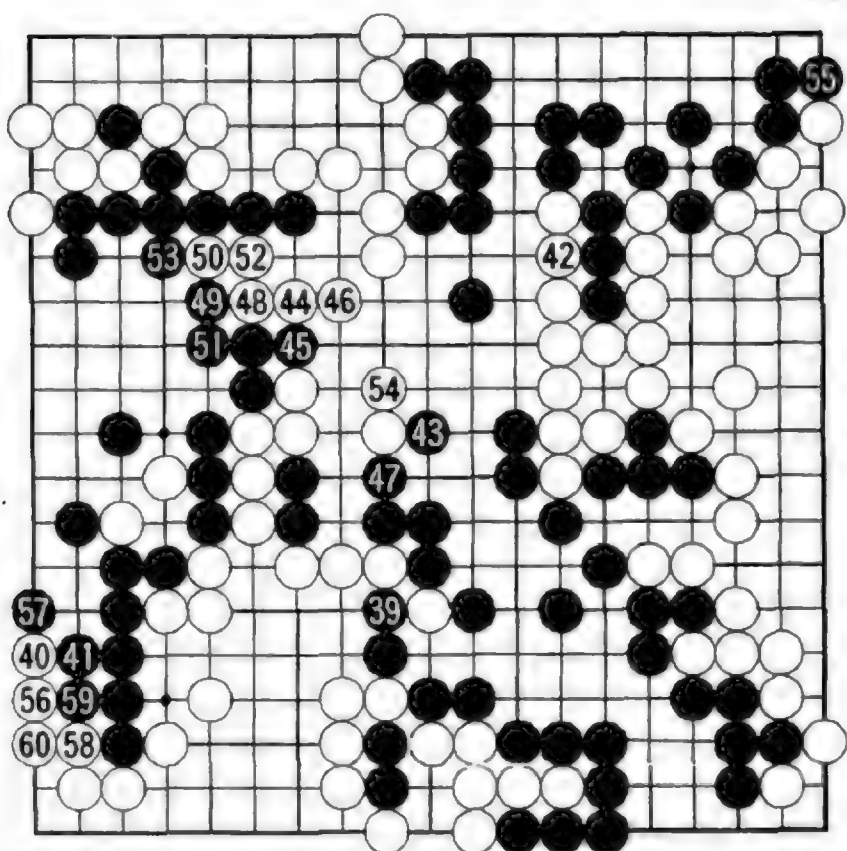


Dia. 12

Black 1 and 3 in Dia. 10 are a negative sente combination — sente, but actually worse than doing nothing. This may be hard to believe, but compare Dia. 11, where Black just connects at 1. Next he has the attachment at 3, which makes White's territory cave in by two points more than Dia. 10. If White plays first here, all he has are 1 and 3 in Dia. 12, but this

combination is gote and only one point better than Dia. 10. Black then, instead of rushing to play Dia. 10 because it was sente, should have waited for a chance at Dia. 11. Note that if White answers Black 1 in Dia. 11 he cannot improve on 4, but then Black can still play 3 and get the same result.

ROUND 3

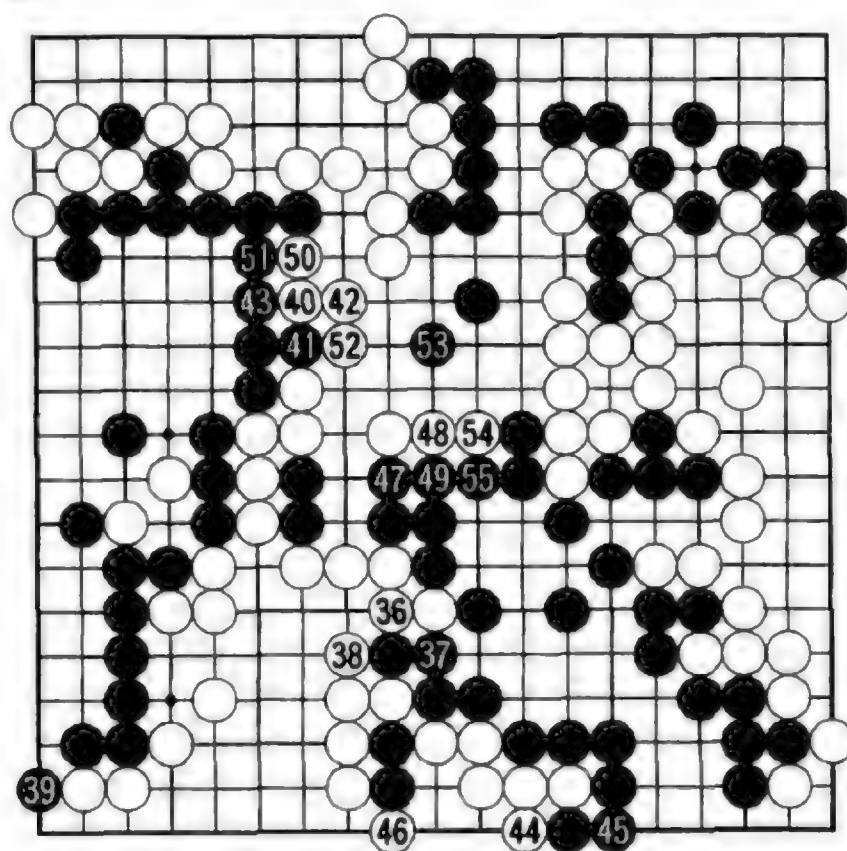


Amateur-Pro (39 – 60)

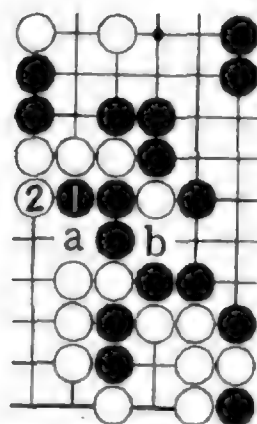
Tanigawa, the amateur black, seemed to be aware that he had made a few mistakes in the previous round. He looked a bit dispirited, but the game was still close.

On the amateur-pro board Black 39 should have been 58 in the lower left corner; blocking there was worth roughly seven points. In Dia. 13, after making the circled move Black can play 1-2 in sente, but then 'a-b' is White's sente. White's move here would be 1 and 3 in Dia. 14. The difference between these diagrams is only two points on each side, or four points in all. At this late stage in the game a mistake like Black 39 is quite costly. White immediately took the opportunity to play 40.

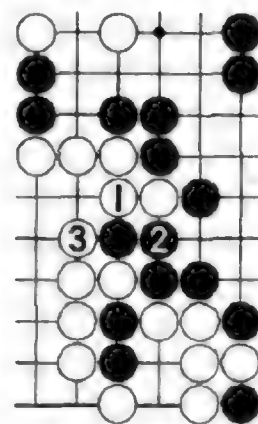
Black 41 was another mistake; by answering



Pro-Pro (36 – 55)

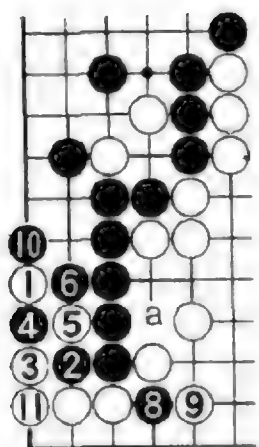


Dia. 13

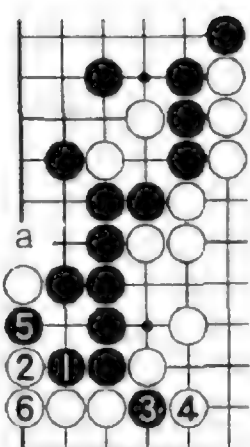


Dia. 14

White 40 this way Black allowed himself to be forced. The correct reply was 2 in Dia. 15, with White 3 to 11 the expected result. Because of Black 41, White was able to steal the move at 42 from him — this was worth another seven points. Incidentally, the reason for Black 8 in Dia. 15 is to leave Black 'a' as an atari.

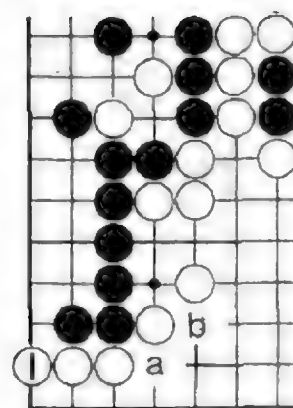


Dia. 15
7: connects



Dia. 16

With 43 Black should once again have blocked in the lower left corner, at 1 in Dia. 16. For some reason Tanigawa kept underestimating the value of a stone here. After White 6 in Dia. 16, capturing at 'a' is worth three points, but Black would not have to play 'a' at once; he could block at 55 in the upper right corner, for instance.



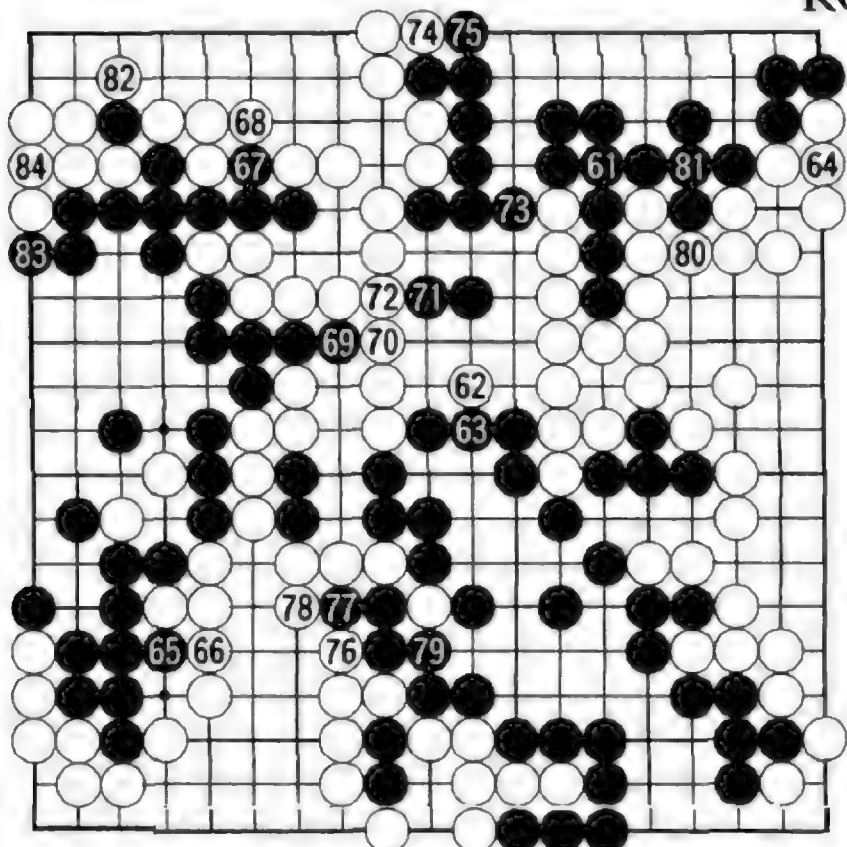
Dia. 17

Black 47 should have been at 48. Letting White get four points in sente with 48 was a bad mistake.

Black missed his last chance to play Dia. 16 with 55. When White drew back at 56, the margin widened.

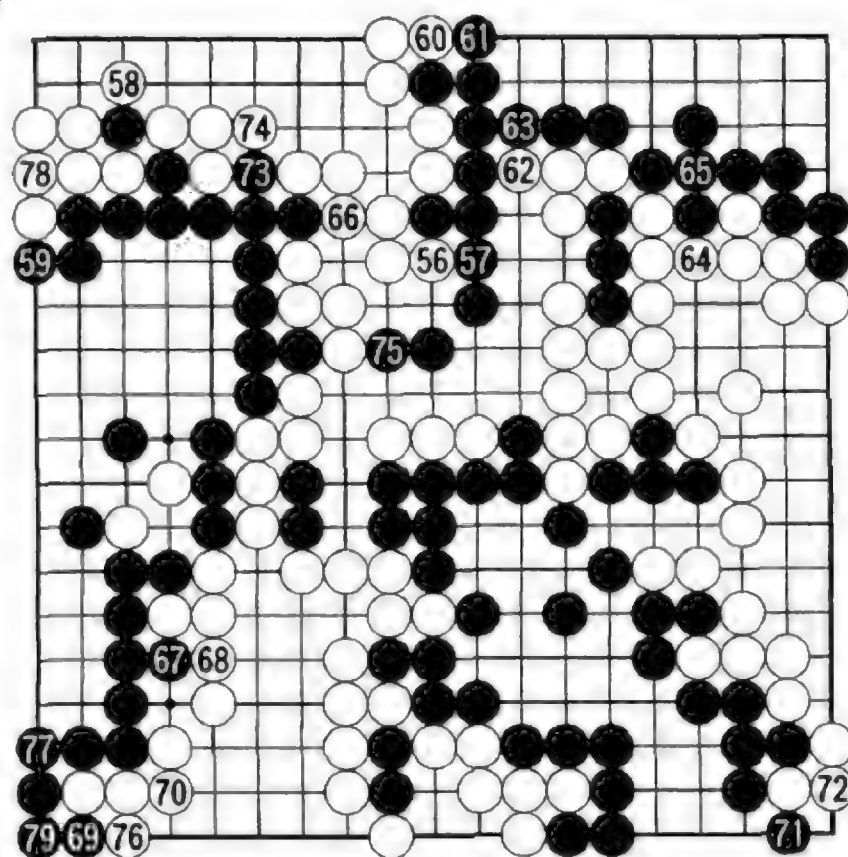
On the pro-pro board White chose to play 36, but White 1 in Dia. 17 looks better, since White could then answer Black 'a' with 'b'.

ROUND 4



Amateur-Pro (61 - 84)

Nothing happened in this round that requires comment. Despite his outstanding first round, Tanigawa finished a total of eight points behind his professional counterpart.



Pro-Pro (56 - 79)

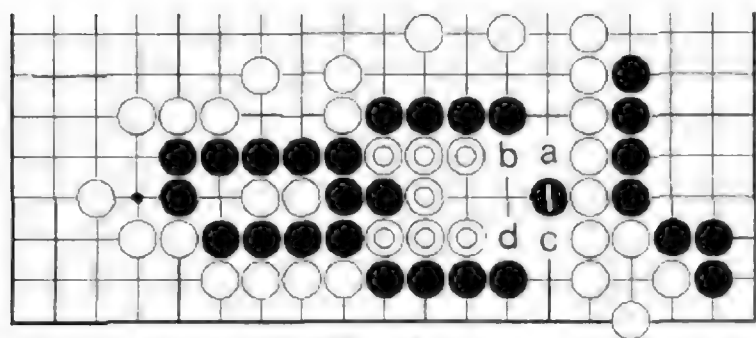
Results

Amateur-Pro: White wins by 7 points

Pro-Pro: Black wins by 1 point

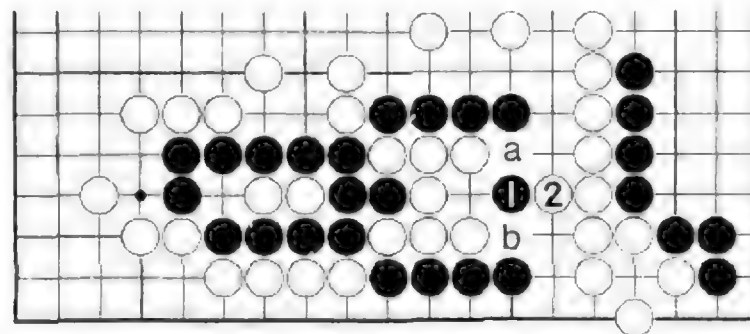
(Translated from 'Yose no Ketteiban' by J. Davies.)

Docking Exercises



Dia. 3

Dia. 4. This Black 1 is a failure. White can



Dia. 4

reply at 2, for example, then escape at either 'a' or 'b'.

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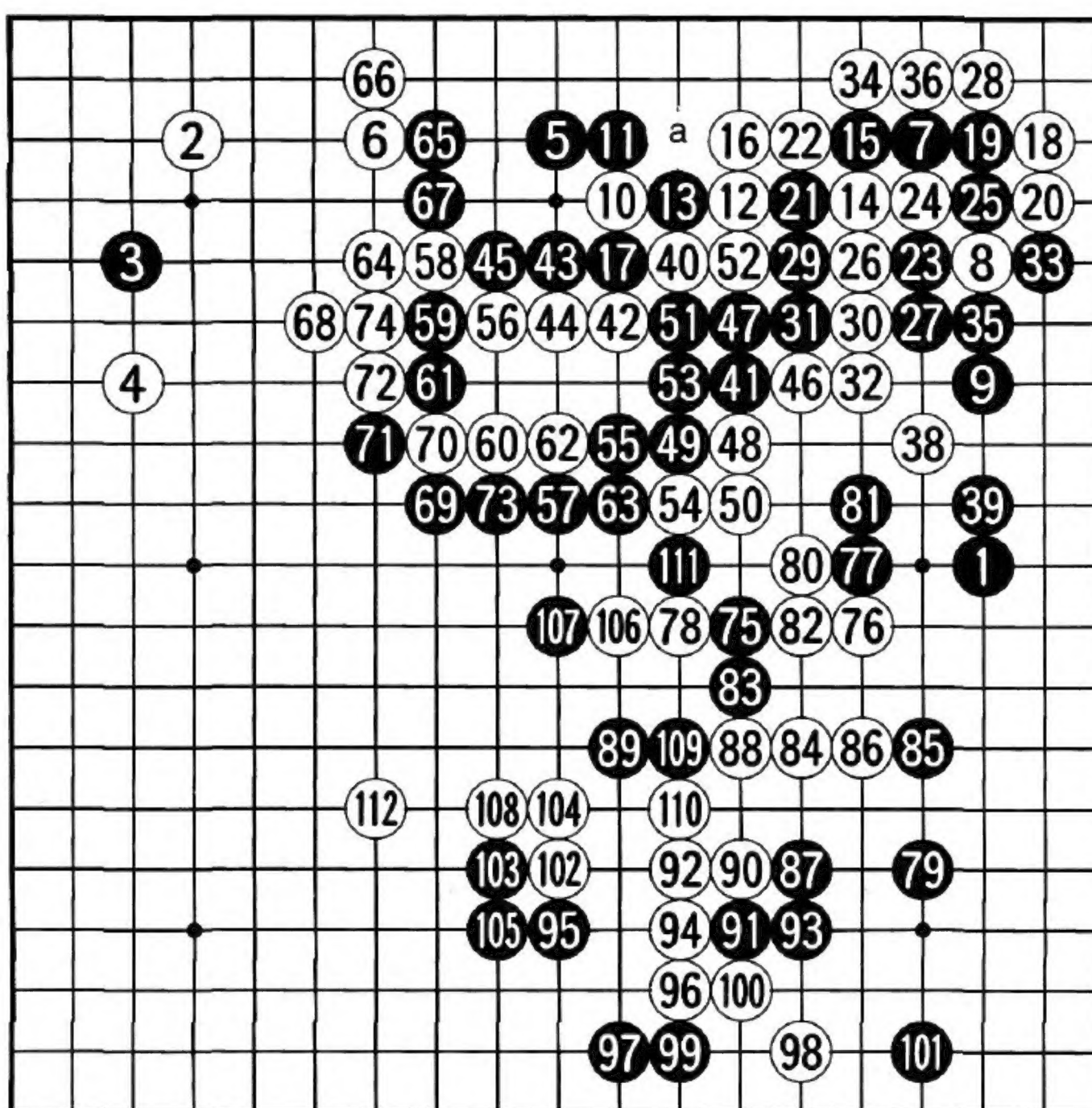
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Continued on page 40



1 – 112 (37: connects)

'First Move on the Side'

White: Nakamura Doseki (1582 – 1630)

Black: Yasui Santetsu (1589 – 1652)

Played at Fushimi Castle, 1625 – 1626

White won (moves after 112 not recorded)

This game is famous in Go history because of Black's first move on the side – at this time the opening moves were almost invariably on the 3-4 points (komoku). As the reader can see, the emphasis is on immediate fighting rather than leisurely fuseki development. It was not until the time of the 4th Honinbo Dosaku (1645 – 1702) that the major breakthrough occurred in the development of fuseki theory.

The figure gives the traditional game record, but this has to be emended. A more plausible record, in which 78 is played at 'a', was discovered before the war among the records of the Inoue house. White 78 at 'a' is naturally a big improvement, as 'a' takes well over 30 points by killing the black group at the top.

Both the players were disciples of the 1st

Honinbo Sansa (1559 – 1623). Just before his death, Sansa had Doseki made his successor as head of the Go-dokoro or government office with jurisdiction over Go matters. He also entrusted Doseki with the training of his heir, San'etsu (1611 – 1658), who was then too young to succeed Sansa as Honinbo. Doseki performed this task faithfully and San'etsu became the 2nd Honinbo when he reached 7-dan in 1630.

Doseki himself founded the Inoue house, while Santetsu founded the Yasui house. The last of the four great Go houses of the Edo period was the Hayashi house and in theory all four are considered as having been founded in 1612, the year that Tokugawa Ieyasu granted government stipends to the leading Go players.

Doseki and Santetsu were the leading rivals of their time. According to traditional records, they are supposed to have played 120 games over a period of just a few years, with Doseki winning two thirds of them.

(See GW5 for Dosaku and GW6 for Sansa)

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